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VOLUME 32

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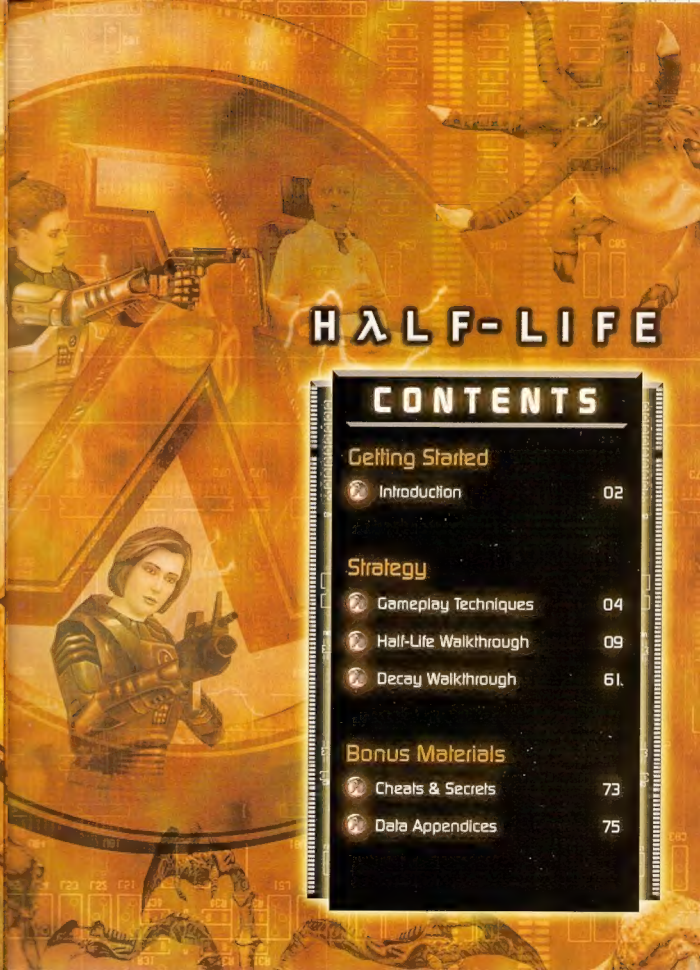
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HALF-LIFE

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INTRODUCTION

We recommend you spend at least five minutes reading over this page before you begin using this strategy guide. Not only will it help make the guide much easier to use, but it should save you a bunch of time by showing you *exactly* where to look for some of the specific problems you'll encounter. We didn't just whip up this page for total and complete newbies, ya know.

I How To Use This Guide I



Main Walkthrough

The walkthrough section for both Half-Life and Decay are filled with an abundance of information. In the text, you'll find everything from step-by-step area walkthroughs to solutions for the most difficult puzzles. The maps have some unique features which we'd like to point out in our sample map to the right.

1 Map/Area Reference

Although the maps don't have official names in the game, we thought it was a good idea to assign some. To keep things simple, we used numbers for each of the game's 13 chapters. (Map 1B would be the second map in chapter one, etc.)

2 Weapon & Item Icons

Wondering where you can find the nearest Health Recharger or perhaps a few Grenades? Just like it looks, wherever you see a weapon or item icon, that's where it is in the game.

3 Enemy Icons

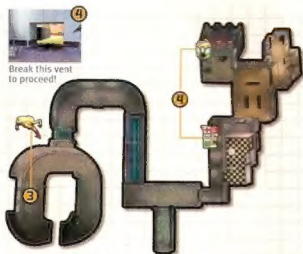
Similar to the weapons, we placed icons to give readers a "general" idea where the monsters dwell. It wouldn't be very cool knowing where every single enemy is now would it?

4 Numbered Call-outs

In general, we try to show things that need to be shown. Looking for a specific switch or solution on where to go next? This is where you should go.



Break this vent to proceed!



1A Locker & HEV Suit Area

Note: This map is not an actual area, it is only shown as an example.

Appendices & Bonus Sections

In addition to the standard walkthroughs for both Half-Life and Decay, you're also getting some really cool bonus materials including:

1 Gameplay Techniques



Page 04

2 Cheats



Page 074

3 Weapons & Items Appendix



Page 076

4 Enemies Appendix



Page 080

This is a preface for the main walkthrough sections of both Half-Life and Decay, but it's not totally essential. Check it out if you're looking for general tips on movement, combat and problem-solving skills.

Admit it, there's a cheater in all of you. Okay, well maybe not *all* of you. But still, you have to admit that sometimes the cheats are kind of cool, aren't they? Like for instance, after you've beaten the game 10+ times and you're looking to extend the value of your \$45. *Game on!*

There are a ton of cool weapons in Half-Life, and this section is where to go if you're seeking info. Everything is shown in full detail, including damage, appearance and even weapon speed. What's not to like about those super cool weapon icons? *Thanks Mike!*

The enemies section is much like our weapons section. Here you'll find a little background info on the enemy, where it appears and how much damage it deals out. We'll also show you how much health it has and the best method of eliminating it. As you can see, you really *can't* afford to miss this section!



The image features a man with a beard and glasses, wearing a black and gold Lambda armor suit. He is holding a black handgun in his right hand. The background is a fiery orange and red, with a large, glowing Lambda symbol in the center. The text "HALF-LIFE" is written in large, white, stylized letters, and "GAMEPLAY TECHNIQUES" is written in smaller, yellow, stylized letters below it.

HALF-LIFE

GAMEPLAY TECHNIQUES

GAMEPLAY TECHNIQUES

This section is designed to be used only after completing the Half-Life Hazard Course. Once you've mastered the basics of Half-Life gameplay taught in that section, the next few pages will take you to the next level, serving as a text-based Hazard Course Part II.

I Movement Tactics I

A The Basics of Strafing

Although it seems basic, simple strafing from side to side is one of the most effective tactics to use during battles. As opposed to a turn, the strafe offers so many advantages. Not only does it allow you to remain centered on your target, but it also lets you avoid projectiles without ever moving your mouse. Shown below are a few instances where a strafe should

be used instead of a turn. Illustrated are both methods, turning and strafing, along with what would happen if you tried either technique in the respective situation.

(Note: If you're already familiar with "FPS style" gaming, you can probably skip this tactic.)



Approaching a Corner

Often times, the best way to take a corner is to strafe around it, instead of turning through it.

A Strafing



B Strafing



A Turning



B Turning



Dodging a Projectile

Strafing to dodge projectiles is the better alternative to turning. Try it a few times and see for yourself.

A Strafing



B Strafing



A Turning



B Turning



A The Long Jump

This tactic isn't used until the very end of the game, but if you're not prepared, it can be a real pain to deal with. Fortunately, they've made this technique much easier to do than it was on the PC. Instead of having to get a running start and then hit

the crouch button before jumping, now all you have to do is run and then double tap your jump button. Practice a few times in the Hazard Course and you should be fine. (Note: Remember you have to have the Long Jump Module for this move to be possible.)



A Crouch Jumping/Squeezing Through

One of the most important movement techniques to use on a regular basis is the "creep-through-all-the-small-cracks-and-crevasses" tactic. In all seriousness, you do need to learn to squeeze your way through just about every little hole and vent you stumble across. Many times in the walkthrough we mention a side area that houses some free goodies, but we won't make a big deal or explain how exactly to get to it. In those situations, you should be familiar with the following techniques and when to use them.



- 1 A ledge/vent that requires nothing more than a simple crouch jump to get through.
- 2 A vent waiting to be broken with your Crowbar.
- 3 A bunch of boxes, with one or more at a height only accessible by crouch jumping. Be on the lookout for boxes like this as they often lead to new areas.
- 4 Certain long distance jumps can only be made if a crouch jump is used. These pistons are a good example.

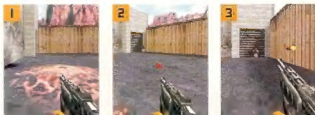
[Offensive Tactics]



Circle Strafing

Circle strafing is important against human enemies, especially so when there's only one or two to deal with. For those of you who are not familiar with this technique, here it is:

- 1 Locate enemy, and make sure to lock on with your crosshair.
- 2 Strafe in one direction or the other, keeping your target locked in the center of your crosshair.
- 3 As you move, keep adjusting your crosshair to keep your enemy centered. Never lose sight and keep firing!



Choosing the Right Weapon

There are three things to remember when thinking about weapon selection in Half-Life:

- 1 Pick a weapon that is as fast as possible for the job at hand.
- 2 Try and match the weapon's DMG with the enemy health.
- 3 Don't shoot more than you have to.

On paper, it might look ridiculous trying to think through all of those steps before you even pull the trigger. Just remember that after you do it one or two times consciously, you'll slowly but surely begin doing it subconsciously. When you begin doing it subconsciously and effectively, then you're golden. It's just another part of the game at that point.

Also, remember that when you get to the later stages of the game, it's really all about solid ammo management—which if you don't have any—you'll never beat the final two chapters no matter how hard you try. Use the two charts to the right as quick reference charts when making these decisions, but also refer to the more expansive charts in both the Weapons and Enemies Data Charts.

| Weapon Damage Chart | | Enemy Health Chart | |
|---------------------|-----------|--------------------|-----------------|
| Quick Reference | | Quick Reference | |
| Weapon | DMG | Enemy | Easy/Norm./Hard |
| Crowbar | 10 --- | Headcrab | 10 20 |
| 9mm Pistol | 8 8 | Mawman | 50 100 |
| Shotgun | 30 60 | Barnacle | 20 20 |
| Grenades | 1-100 --- | Houndeye | 20 30 |
| Combat Rifle | 5 1-100 | Vortigaunt | 30 60 |
| .357 Magnum | 40 --- | Bullsguard | 40 120 |
| Laser Mine | 1-150 --- | Hagworm | 2 2 |
| Satchel Charge | 1-150 --- | Snark | 2 2 |
| Crossbow | 50 --- | Soldiers | 50 80 |
| Snark | 10 --- | Assassin | 30 50 |
| Tau Cannon | 20 Varies | Ichthyosaur | 200 400 |
| RPG Launcher | 1-100 --- | Alien Grunt | 60/90 120 |
| Hivehand | 8 8 | Xen Master | 60 100 |
| Gluon Gun | 14 --- | Gargantua | 800 1,000 |

Note: Any weapons with variance in the DMG ratings represents a splash radius weapon.

Note: Boss monsters and human-controlled artillery were left out of this chart.



The Twitch Offense

If your instincts are solid and your reflexes are sharp, you can probably get away with classifying yourself as a "twitch" gamer. In single player FPS games, usually this means you don't follow many specialized techniques or use much strategy. For the most part, you rely on your aim and strafing ability to do your dirty work. In Half-Life, this type of gaming is effective only when used in moderation. Moderation meaning during the battles which are scripted as forcing you to fight many enemies at once. In those specific situations, solid reflexes and smart weapon selection usually do the job. However, there are certain battles where a few of our aforementioned tips and/or advanced techniques really make the difference. Use your judgment.



Sometimes blazing into a battle is your only choice. In this picture, we had no choice.



Just try to make the most of your surroundings.



[Defensive Tactics]



Running & Hiding

When fighting humans, this is easily the most simple and effective of tactics. Instead of entering a room that is purposely designed to pose problems during combat, try this:

- 1 Enter a room and alert the enemies to your presence.
- 2 Retreat back to a safe area—preferably somewhere close you know very well.
- 3 If they're human soldiers, they should follow you. If they don't, taunt them with a few bullets and they'll come after you.
- 4 Pick them off one by one as they appear.



Using Objects To Your Advantage

When you're surrounded by enemies that just seem to keep coming, there's often an alternate solution to kill them rather than wasting all of your ammo. First and foremost, try scanning the area looking for explosive canisters or perhaps even fuel tanks. The designers

often place these in areas where they can be detonated to kill many enemies with one shot (1). If there are no explosives around, try searching for a nearby cannon or mounted gun (2).



Backtracking For Goodies

One very important fact to remember about Half-Life is that there are very few areas that cannot be returned to. If you're in Chapter 3 and you remember a few Health Rechargers that you purposely left full in the previous chapter, there's nothing stopping you from returning to fill up your

health. This is the same for Ammo or Battery Packs that you left because you were already full.

When using this technique, it's important to try and always use up the stuff that's farthest away first, thereby making it easier for you to backtrack

should you need to do it again. So, in other words, if you left an HEV Recharger waaaaay back when, try and get back to it and use it up before using one that's closer. If you stay persistent with this technique, you should have full health and suit power for the most important parts of the game.



Let Barney Do the Work



Although it sounds rather self-righteous and somewhat sadistic, letting Barney get annihilated in the line of duty isn't always a bad thing. After all, there's like 500 of him, and only one of you. And he's a lousy shot anyway.

But seriously, the good thing about letting him fight enemies is that even after firing 50 or 60 consecutive rounds, he never seems to reload. If you put him in a well situated cor-



ner where mass groups of monsters are at medium- to long-range, he'll do an effective job at picking them off one by one until they're all gone. This is a great way to conserve both ammo and health.

Don't forget that Barney is often used to open doors and unlock special areas. As such, make sure he's not needed for a specific part of the mission before letting him go in to play Rambo.



He may not be cute, but he's effective.

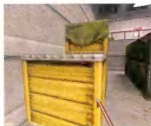


[Other Tactics]



Cracking Boxes

As soon as Gordon is equipped with the Crowbar, you'll notice that boxes begin showing up in the various rooms throughout the complex. Many times these boxes are used to reach other areas, and sometimes they're pushed (or pulled) to gain access to otherwise inaccessible areas. Most of the time though, they're just boxes that can and should be broken with your Crowbar. Inside of these boxes you'll find things like Health Packs, Battery Packs, Ammo, Laser Mines, Satchel Charges and more.



Special Weapons

Throughout the game, you'll encounter several "special weapons" that are built in to the level itself. The coolest part about these mounted weapons is that they never run out of ammo! Just keep shredding through the enemies until there's simply none left. Some of the special weapons you'll encounter are: (1) .50 cal. Heavy Machine Guns and (2) 106mm Cannons. To use these weapons simply walk up behind the controls and activate the "use" button.



I'm Stuck. What Do I Do Next?

If you were going to read any one tip from this guide, this should really be the one. We're serious, it's just that easy to use.

To the right is our list of things to try if you're stuck, yet still hesitant to use our step-by-step walkthrough for the fear of being "cheap." We can't even express how many times we've been caught up in room or area – thinking we'd done *everything* we possibly could to get out – later to find that the solution was easily grouped into one of the five items to the right.

Top 5 Things to Do If You're Stuck

① Vents & Ladders

Crack open every vent and climb every ladder.

② Doors

Attempt to open every door and every security keypad.

③ Enemies

Certain special areas won't let

you move on until you kill every enemy in the area.

④ Barney

Don't forget about dragging Barney (or a scientist) along to unlock a door for you.

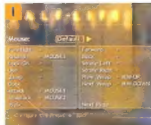
⑤ Boxes

If all else fails, smash 'em up!



Mouse & Keyboard Setup

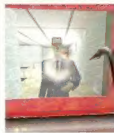
Those of you who think the mouse and keyboard setup is just an overcomplicated way for PC gamers to claim superiority over console gamers, well... you're gravely mistaken. It really is the BEST setup to use for many reasons, and Valve has done an excellent job in keeping every single option (available to those on the PC version) in tact. We suggest you go out and get your USB mouse and keyboard, hook 'em up and start playing Half-Life in what truly is the best way possible. (Note: Shown is our mouse setup (1) and our keyboard setup (2).)



Exploring Alternate Routes



While not really a tactic in the meaning of the word, exploring alternate routes is one of the better techniques in Half-Life. As a rule of thumb, we try to point out all of the significant "bonus areas" in the main walkthrough. Sometimes though, there are a few smaller rooms that we leave unmentioned because they're so obvious.



The Man In Black

You've seen him, but you don't know who he is. You don't know what he wants, or who he works for. What role does he play, and better yet, why don't my bullets hurt him? ^.^ All we're going to say is that you should pay attention and try to pick up on his movements as the game progresses. You *will* eventually find out his story.



HEV Suit Hazards

Shown below are all six types of "special" damage that your HEV Suit endures, along with a brief description of what they do.

1 Oxygen



This occurs when you go underwater for too long. Although it seems critical at first glance, any health you lose as a result of this type of damage will be automatically refilled when you resurface. If it goes down to zero, however, you will die.

2 Cold



Sub-zero temperatures will drain your suit's energy slowly, not posing a major threat. Although it's not a terribly fast rate, it's enough to make you want to get through the area quickly.

1 Electricity



The first type of electrical damage is experienced from a Vortigaunt e-bolt. It's common, but only moderate in damage. The second type is that of the broken power mains or exposed wires throughout the complex. This type is much more dangerous and usually causes a nearly instant, if not immediate, death.

2 Fire



The first type of fire damage is minor, usually the result of a broken pipe or valve that's spraying steam. As long as you're in the steam, your HEV Suit will lose power. The second type is direct fire damage, like that of the Gargantua's main weapon. This type is extremely damaging and can take your HEV Suit from full power to zero in only a few seconds.

1 Radiation



This is that green goop that covers about half of the Black Mesa Facility. The real difference between this type of damage and biohazard damage is that once you get out of the radioactive material, the damaging effects stop immediately.

2 Biohazard



This juice is light green in color and is very easy to confuse with radioactive material. One thing to note is that although this type of damage works at a moderate speed, it does continue to work even after you've stepped clear of the hazardous material. This is the rarest type of damage and is only experienced in a few chapters of the game.





HALF-LIFE

THE MAIN WALKTHROUGH

ANOMALOUS MATERIALS

Intro Sequence

[illegible]

Entrance

- When you get off the elevator, chat with Barney. He'll open the first door which gives you access to the rest.
- In this entire first area, there's not really much you have to do. We stress how beautiful everything is, and every room you visit are pure, y options. At this point, however, mark a few points of interest that you might want to check out.

ALL IN GOOD FUN!

This list shows some of the wackier things you can do in this first area.

Alarmi

Behind the main security desk in the first room, press the small red button beside Barney's computer.

Annexed Scientist

Light up the computer panel in the southeast corner of the first room you enter. --

562

In the room across from the suspicious man (marked on the map), flip the light switch.

Microwave Trouble

in the employee lounge, try activating the button on the microwave several times in succession.



1a Entry Hall To
Anomalous Materials Lab



Getting Your HEV Suit

- Once you get to Map 1B, you find your first mission. Grab your HEV Suit. Once you can do that, then you can go to the next mission. From there, you can get the Battery Pack.



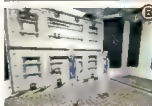
Anomalous Materials Lab

- [illegible]

- $\text{start} = \text{exp}(\text{start})$ (if start is not a number, it is the first element of the array, the first node of the linked list)



1b Locker & HEV Suit Area



After a short conversation, enter the Test Chamber.



Climb this ladder and activate the switch above.

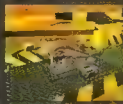


Lets just say you'll know when the experiment goes south.

EXPERIMENT TIME



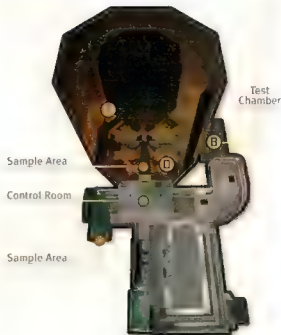
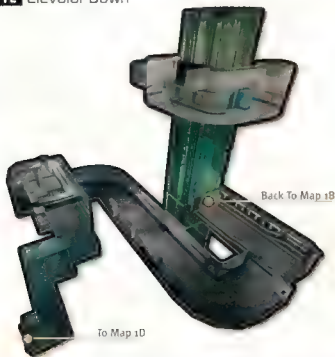
① After chatting with your fellow scientists, the main gate to the experiment area will open up and allow access.



② Once inside, wait until they get on the loudspeaker, then push the red button up on the platform above.

③ When it's ready, cart the sample into the beam.

1c Elevator Down



1d Experiment Lab

UNFORSEEN CONSEQUENCES

After The Experiment

- By now you've probably found the way out of the lab. If you haven't, head back down the stairs and follow the path you took earlier. You need to be smart, or you'll be backtracking your way up to the entrance of the Main Lab.
- When you're backtracking, there are several things to watch out for. First, the long hallway that leads to the entrance of the Main Lab is a good place to set up a trap. You'll have to be careful, though, as you'll have to be sure you're not in the way of the security guard.

2a Drainage Pipe Area



From Map 1A

NEW WEAPON: 9mm Pistol

Although this method isn't the most honorable, it does get you the 9mm Pistol a little earlier than normal, and it also gives you a few extra rounds.



① Once you've got the Crowbar, backtrack to the experiment lab.

② Remember that very first security guard you passed up? The one who the scientist was trying to resuscitate? Well, it looks like he's doing just fine and he's got a weapon you need. Since you can't ask to borrow it, and you can't have him follow you through the rubble, just whack him a few times with your Crowbar and he'll give it up.

Getting Back

The first step is to get back to the lab. You'll have to be careful, though, as you'll have to be sure you're not in the way of the security guard.

- In the Battery at the end of the hallway, you'll find a security guard. He'll be holding a 9mm Pistol. You'll have to be careful, though, as you'll have to be sure you're not in the way of the security guard.
- When you're backtracking, there are several things to watch out for. First, the long hallway that leads to the entrance of the Main Lab is a good place to set up a trap. You'll have to be careful, though, as you'll have to be sure you're not in the way of the security guard.
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The Main Room

- When you get back to the lab, you'll find a security guard. He'll be holding a 9mm Pistol. You'll have to be careful, though, as you'll have to be sure you're not in the way of the security guard.
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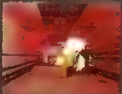


Drainage Pipes

- You'll have to be careful, though, as you'll have to be sure you're not in the way of the security guard.
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NEW WEAPON: Crowbar

This is the very first area where you can get a Crowbar.



① Work your way past the malfunctioning laser beams and to the end of the hallway.

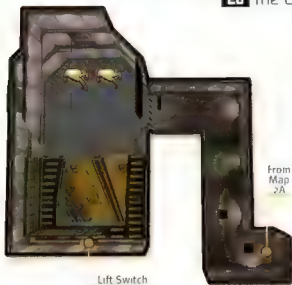
② You'll find the Crowbar on the ground near the locked security door. Use it to break the glass and crawl through to the next room.

That familiar-looking 9mm Pistol in Half-Life is based on a real-life own pistol. Some of you may have already picked this out, but the 3D model is designed on the Beretta M9 currently in use by the U.S. military. Sporting a 35-round hi-capacity magazine, the Beretta has earned its reputation as one of the most reliable and accurate combat pistols to date. The Beretta M9 is still in production under contract by Beretta USA.



DO YOU KNOW?

2b The Lift



Lift Switch

from
Map
2A

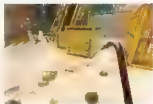
The Lift

• **At the top of the stairs** Grab the two 9mm Pistol Magazines near the dead security guard that is lying on the floor. Grab the two 9mm Pistol Magazines near the dead security guard that is lying on the floor.

two gmm Pistol Magazines



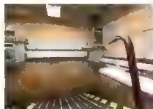
Your best bet is to simply rush through the large group of Headcrabs without shooting a single round.



If you do decide to stay and fight, crack open these boxes and grab the goodies.

Basement Area

• Grab the three **Battery Packs** and continue on. In the next room you'll find out just how weak those little red bridges really are. After they've completely collapsed, follow the pipes up to the right and over to the other side. If you want to save a bit of time, make the jump over to the ledge across the way.

[illegible]

2c Basement Area



It's best to simply walk from box to box, instead of jumping.

Elevator To
Office Complex

From left

OFFICE COMPLEX

Getting To 2F

- Once off the elevator, head west to the wall of the starting area and crack it open with your Crowbar. Don't get too close to the ammo on the floor or the Mawman will shoot at you.
- Head to the right to the light switch and eventually break out the other side of the wall. The switch is in the middle of the wall. Use it to stop the water for the area. When you get back in the hallway, continue forward past your original entrance. You'll find a small bonus area with a few health packs and two 17-rd



The light switch will stop the water from being electrified.

Magazines for your Gm 300

- Break the glass and the entrance to the next room. The water, keeping you safe from the Mawman, will stop the water from being electrified. When you fly the water, the water will stop.

Shotgun. The water will stop the water from being electrified. When you fly the water, the water will stop.

Shotgun. The water will stop the water from being electrified. When you fly the water, the water will stop.

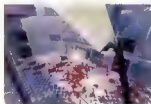
NEW WEAPON: Shotgun



① Hidden off the beaten path in this small hallway, you'll find the Shotgun lying right on top of the first box as you enter the room.

② As you approach the fence, make sure you pump a few rounds into the approaching Mawman behind the security guard. If you kill it before it whacks the guard, he'll open up the gates and let you grab even more ammunition and health before heading back.

③ As a final bonus before you leave the area, break open the boxes below the metal grating to find a Battery Pack and a Health Pack.



Whack the crabs and grab the goods in this bonus room.



Create a set of makeshift steps with these boxes.



Flip this switch to shut off the power for the area.



Exploded View of Shotgun Area

3a Complex 1F

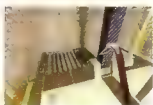
3c Complex 3F



Meat Locker

- The meat locker area is at least the coffee machines. You need to get inside because they are next to the ammo machine. You can simply go through the door.
- Once inside, your priority should be to clear the area of enemies before heading to the platform switch. The headcrab around every turn, so keep the Crowbar handy if you need to save ammo. You especially want to get rid of that Bullsquid in the northern corner. If you are not sure, the headcrab is the Bull. It is a headcrab with a Bullsquid. A headcrab with a Bullsquid. A headcrab with a Bullsquid. Head back into the meat room and take the walkway to the platform switch. Follow the moving platform. You see the moving platform. In it, crack the boxes revealing **three bonus Battery Packs** and move to the platform switch. Flashlight to the platform switch.

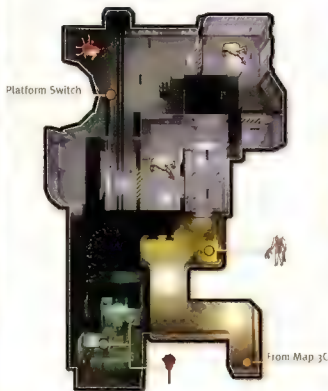
Surprise Attack



Smash through this grate and drop down into the darkened elevator to begin Chapter 4.

- When you're clear of the meat locker area and your health is full, proceed through the main hall way. After taking a small surprise attack, it's time to make a small leap of faith and grab hold of the ladder inside the empty elevator shaft. Climb to the top, making sure you don't fall off the ledge or get distracted by the scientist in trouble up above.
- When you reach the top of the elevator, jump down onto the ground and crack open the grate and proceed to Chapter 4.

3d Meat Locker



Although out of the way, make sure you explore this vent because...



...it leads to this secret room filled with ammunition and health.



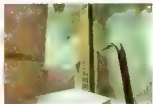
The entrance to the meat locker isn't too far from the coffee machines.



This is the switch that operates the moving platform. It's in the OFF position here.



Smash the boxes aboard the platform to find hidden Battery Packs.



Kill every Barnacle that's in your way. No messing around in this tiny room.

WE'VE GOT HOSTILES

Tricks And Trap

- After watching the opening cinematic sequence, you'll find out that your mission in this area is to open the Silo Doors. That way, you can get the... (text obscured)
- This section is pretty straightforward, so instead of giving you a step by step walk-through, we're going to highlight a few important things.

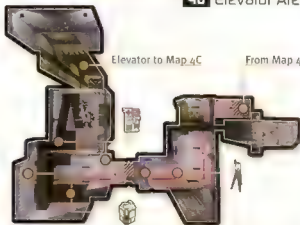
1 The small red lasers aren't harmful, but rather alert or systems that activate the Turret Guns. When you cross one and hear the distinct sound, something went active not too far ahead.

2 The... (text obscured)

3... (text obscured)

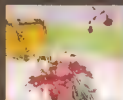
4... (text obscured)

4b Elevator Area



NEW WEAPON: Combat Rifle

1 When you stumble across the very first dead Grunt, you'll find his Combat Rifle laying right beside him. There's no technique when finding this one—just grab it and get the heck out of there!

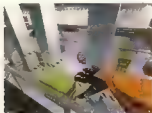


2 From this point forward, the Combat Rifle should be your new best friend. While we don't recommend you always use it, the Combat Rifle is perhaps the best all-around weapon to keep equipped when entering new areas. And since it uses the same caliber ammo as your 9mm Pistol (albeit very odd), you should have quite an abundance of ammo built up at this point.



4a Silo Access

4c Storage Facility



Dropping a few Grenades should give these guys a wake-up call.



This area is absolutely packed with boxes containing bonus items. Bust 'em up!



The Shotgun works great at stopping enemy soldiers dead in their tracks.



Some Laser Mines are placed low enough to jump over or crawl under.



Try rolling a Grenade right through the crack to take out these Gun Turrets.



Hiding behind boxes is a great tactic if you've accidentally activated the Gun Turrets.

FUN WITH GUARDS

Mmm...

In the first room with both Barnacles and Grunts, try sitting back for little bit longer than normal while the Grunts scramble around trying to find you. We think you'll really enjoy seeing the results.



Also, take note that there are many other situations where this type of technique comes into place. Try and take advantage of them when they arise.

DID YOU KNOW?



Some of you might have already noticed, but for those who don't know, the Half-Life "Combat Rifle" is actually based on the most current form of the M-16 used by the United States military. It's designated the M4 which is basically a much newer and more refined M-16A2. In Half-Life, it's equipped with the optional M203 40mm Grenade Launcher. Both the M4 and M203 are produced for the United States military and law enforcement agencies under contract by Colt's Manufacturing Company, Inc.

4d Topside

Back To Map 4B



Up From Map 4C

Moving Toward The Surface

- As you progress through the second floor, be on the lookout for boxes that look smashable. There's quite a few goodies hidden inside boxes scattered all around the next few rooms, but make it a point to clear the area before you start chopping wood.
- There's basically three rooms on Map 4C. Each is filled with Grunts and Squad Leaders, so try and use as many rounds from your Combat Rifle as you possibly can. Not only because it's accurate and well-suited for this type of combat, but also because the enemies will be dropping tons of spare ammo for it. If possible, try not to waste ammo on any of the Barnacles unless they're really in the way. There's just so many of them that are very easily avoided.
- When you reach the lift and ride it up yet one more floor, DON'T panic from the sounds of large explosions nearby. They cannot hurt you as long as you're inside, so it's best to take your time and get setup properly (i.e., reload all your weapons, check your health) before making the topside assault. When the coast is clear head for the bunker and down the shaft.
- Eventually you'll be back on Map 4A, crawling through the various tunnels. You can either explore every single one and go for some bonus ammo, or you can shoot straight for the one in the picture below and get right into the control room.
- Enter Chapter 5 by passing through the silo doors and into the next hallway.



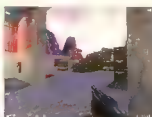
Try riding these conveyor belts into a small secret area with some bonus goodies...



When the coast is clear and the Osprey is away, make a mad dash for the bunker!



This section is tough, and you're going to take a little damage no matter what.



Be sure to check around the corner before just rushing out into the open.



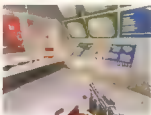
...Inside you'll find a few Health Rechargers, magazines and even Battery Packs.



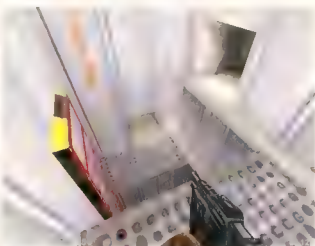
At the very bottom of the shaft is a double-wide ventilation shaft. Crawl in it.



Try not to gawk at the Osprey for too long; you'll be eating bombs-in-da-face if you do.



When all is said and done, you'll be inside the control room. Press the darn button!



Quite easily the most confusing part of this whole chapter is the final set of "tunnel crawling" before you enter the main control room. The easiest method to get through this is to work your way through, until you hit the long tunnel that leads to this very shaft with the ladder. Drop down to the *second* ledge (centered in the photo above), and you're in the control room.

BLAST PIT

Approaching The Silo

- After breaking through the boards above the small barriers, you'll need to activate the lift that lowers you to the rail car. Before heading down you can get a few goodies in the room the Mawman was guarding. Once below, it's just a matter of hopping aboard and going full speed ahead. Cross the hazardous waste using the floating boxes and access the pipe above.
- Grab the **Battery Packs** and **Health Packs** if you need them, then cross the area of hazardous waste avoiding the two **Barbed** **Is**. When you're on the main platform activate the small button to raise the lift.

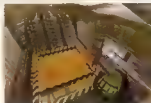
5a Elevator/Rail Area



Jump on top of these horses and break through the boards.



Take out the Mawmen before activating the elevator switch.



The doors should open and the lift platform will rise.



When the lift hits bottom, jump aboard the rail car.

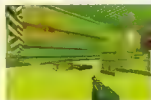
5b Waste Area



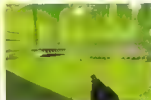
Let the speed of the car smash all the enemies while you hide behind the controls.



Don't be afraid to run it full speed to the end of the line, just be ready to jump off.



Once you're near the waste, it's a simple case of box jumping to get to the other side.



Walk these pipes to access the lift that takes you up to the silo.



If you blow the bridge apart, it's going to be very tricky to cross, but still possible.

Entering The Silo

• Make your way into the center of the silo, working past the small groups of enemies scattered about. Your goal for this area is to take out the tentacles that rest right beneath the thruster of the rocket. In order to get the rocket to test fire, you'll need to accomplish the following:

- 1 Turn on the oxygen and fuel pumps.
- 2 Turn on the main power system.
- 3 Press the test fire button.

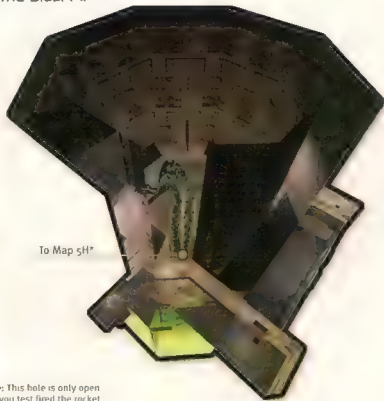
• There are two ways to go once inside the Blast Pit itself. First, you should head to Map 5E by taking the first boarded up door as shown in the picture below. Second, you need to take the door right below it to access Map 5G (second picture). Each of these sections has its own walkthrough, which you'll find on the respective pages up ahead.



5c Silo Area 2nd Floor



5d The Blast Pit



*Note: This hole is only open after you test fired the rocket and got rid of the Tentacles.

Activating The Fuel & Oxygen

- Begin by entering the control area, Map 5E, and then working your way down to the service hatch. When you break the bars that cover the service hatch, be extra careful not to fall straight down to your death. Just stand to the side as you do it.
- Stay on top of the pipes and take a left at the fork. Follow this all the way to the back and climb up the ladder.
- Take out the Mawmen guarding the ladder down to the fan, then activate the switch and get the fan spinning. (Note: *You've gotta be quick to get back up that ladder! We recommend making a save game.*)
- Once you're clear of the blades, simply hop out above the fan, and the massive thrust will push you up to the ceiling. Crack through the boards and enter the vent which leads you back to Map 5E. Now that you're back, it's time to head over to the Tentacle Pit and take the lower door that leads to the main power generator.

5e Oxygen & Fuel Control Area



After activating the switch to turn on the fan, you get one shot to make it up the ladder. If you don't make it on the first rotation, reload your game.



After entering the vent above the giant fan, follow this red tunnel area back to Map 5E.

5f MegaFan

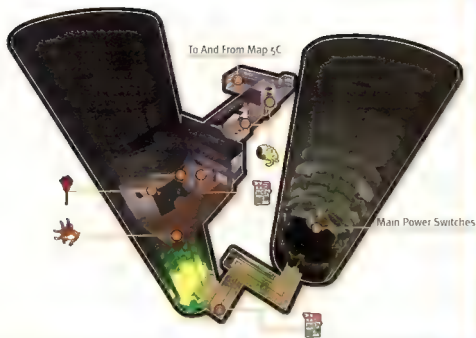


After riding the air from the fan, smash through the boards with your Crowbar. The vent above these boards leads you back to Map 5E.



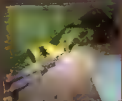
Make sure you activate the fuel and oxygen pumps before heading back.

5g Power Control



NEW WEAPON: .357 Magnum

① You'll find the .357 Magnum inside the shaft where the three Tentacles live. Only after you flush them out with a test fire can you enter this shaft.



② It's pretty dark, so you might need to turn on your Flashlight to search near the dead guard's body. Along with the .357 Magnum you'll also find a few boxes of ammunition and some health.

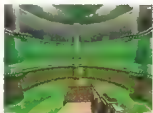
Activating The Power

- Start off by working past the Roundeyes, and into the room with the elevator. Push the small boxes around the corner and into the puddle of water to activate the power.
- Ride the elevator down, switching to the ladder on the inside wall when the power fails. Make sure you activate BOTH switches to turn on the power.

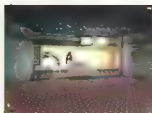
Test Fire And Escape

- With the power activated, make your way back to the rocket thruster control room on Map 5D. Activate the test fire button and make the Tentacles back to wherever they came from. When the room is clear, crawl down into the hole where the Tentacles once lived, being careful not to fall too far at once.
- After swimming through the small hole and then resurfacing on the other side of the wall, refill both your health and HEV Suit at the two rechargers below. Continue by walking the pipes up above, and then activating the crank to reveal the exit pipe so you can cross over and enter Chapter 6.

5h Waste Pipes



Ride this cart over to the ladder on the adjacent wall.



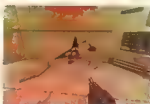
Fry 'em after you've activated the fuel, oxygen and power



With the Tentacles gone, you can jump down in their hole.

POWER UP

Sneaking In



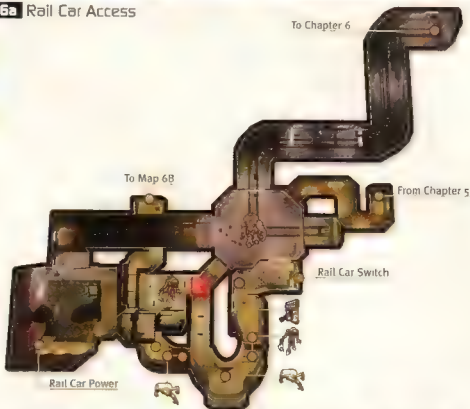
• This chapter starts out with a bang, introducing you to one of the toughest enemies in the game, the Gargantua. The best technique for dealing with it is to simply dash past as it's skidding, mashing with the two Grunts. Remember that it has a ferocious flame attack that does much damage at close range. So if you can, try to stay at least 15-20 feet away from it.

• Wrap around the corner and continue down the hall. There's a few Vortigaunts and Headcrabs scattered around, so be careful. When you reach the end of the hallway, you'll see a door that's been severely barricaded with wooden boards and boxes. Smash through and enter the control room where you'll find a wounded security guard, ammunition and the switch that controls the center track platform. When you've gathered up enough info and goods, head back out the door and under the freshly collapsed walkway.

• Work your way all the way down to the end of this long stretch and you'll come across a bright red valve. Turn this valve to open up the double doors that lead out to the waste shaft.

• Climb the shaft carefully, taking out the Grunts that guard the entrance to the hallway above. The best technique in taking these guys out is to roll a few Grenades in before entering. But if you're fresh out of Grenades or wish to conserve your supply, the second best choice is the Shotgun.

6a Rail Car Access



THINGS AREN'T ALWAYS PERFECT...



Every once in a while the Gargantua kills the Grunts before you get a chance to cross over, essentially ruining your only chance. If this happens to you, and you're looking for a way to cross without melting your NEV Suit, here it is:

- ① Stay out of sight, and wait for the Gargantua to turn away from the main door.
- ② Creep out behind it, crawling so you don't make any noise.
- ③ Throw a Grenade (away from the Gargantua), and dash past it the opposite way.



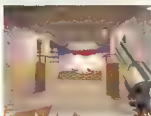
Try and run past while it's busy killing the government soldiers.



Although Barney is critically wounded, he has some essential information for you.



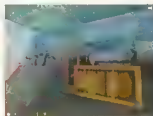
This opens the door that leads to the Power Complex.



One good shot to the explosive crates and this bunker is toast.



The .357 Magnum headshot combo works wonders.



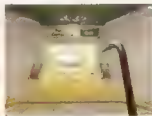
Smash that box and clear the motor!



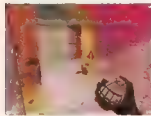
This bonus bunker has a few Grenades inside.



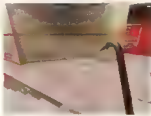
These Houndeyes shouldn't be a problem with the Shotgun.



When both lights are green, you're set to head back.



Roll a few Grenades into this hallway for some easy kills.



Scour every box in this area—almost all contain goodies.

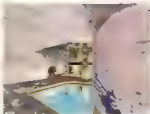


Entering The Power Complex

• Your main goal in this area is to activate the main power switch that opens the gates on Map 6A. In order to get the power generator online, you're going to need to accomplish a few other things first.

• There is *A LOT* of enemy resistance here, 99 percent of it being human soldiers. As such, don't be afraid to whip out the Grenades or Laser Mines when you feel the opportunity arise. There's an abundance of extra ammo scattered throughout this whole area, so this is one of the few places where you can really let loose with almost all your weapons and still retain a good supply in reserve. Aside from that, your best bet is to create a backup save when you think you've done a good job at clearing out an area.

• Once past the human resistance, you're going to get on the elevator and take it below deck. Eventually you'll make it to the pump at the very bottom of this area, which is being blocked from operation by a few poorly placed boxes. Simply smash those boxes to get the pump operational once again.



If you can get into this stance, you'll be able to snipe the guards on their way down.

• With the pump running smoothly, head back up the spiral staircase and back into the generator control room. Flip on the switch to the left, and you'll open up the gates and grant access to the track power control area on Map 6A.

• Backtrack all the way to Map 6A, and then follow the path back to the area with the two large tesla coils shown in the screenshot up and to the right.



If you're wondering how to get the rail car turned, don't forget about this switch.

(Note: If the Gargantua follows you, don't waste any ammunition on it. There's a secondary method to destroy it using the tesla coils in the next room, so it's best if you just run as fast as you can.) Climb up the ladder and throw the switch as quickly as possible. This activates the track power for the rail car outside, and also fines the Gargantua if it managed to follow you in this far.



And yes, the tesla coils will so rock the Gargantua's world when it crosses 'em.

• With the Gargantua gone and the rail car activated, all that's left is to get it on top of the center platform and manually spin it with the controls up above. With it pointing due north, hop aboard and ride it into clean on into Chapter 7.



Get up to the track's power controls quickly and throw the switch.



The Gargantua is fast, so it's best to keep running without looking back (like this).



With the Gargantua gone, get on, strap in, hit the gas and brace for impact!

6c Power Complex



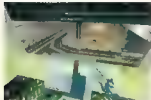
ON A RAIL

Railway Exploration

- There's really nothing critical to accomplish on Map 7A other than talking with the security guard and activating the lift gate switch. Once you've done both of those, ride the rail car down to the end of the hallway and continue down the elevator shaft.
- On Map 7B, you're going to want to loop around a few times, stopping to check out the various rooms if need be. Once clear of the Barnacles, continue going straight and you'll see a small alcove with a dead soldier nearby. Jump on it, follow the steps up and you'll be on a few feet away from the switch that controls the crane. Roll in a Grenade to take out the gun turret, then activate the switch and get back on your rail car.
- Throw the rail car in reverse, and hit the junction switchbox with your gun to hop tracks.



The best way to take care of the Gun Turret placed right behind the crane switch is to roll a Grenade right in between the box and this wall. Make sure to back off and get clear of the splash damage.



With the turret out of the way, use this switch to activate the crane and move it out of the way. When it's clear, hop back on the rail car and hop tracks with the junction switch.

7a Railway Entrance



If you do decide to continue on for further exploration, make sure to stop the cart well short of this group of Barnacles. If you don't stop to kill them, they'll lift you off and your cart will continue driving onward, preventing you from ever getting back on.



This hallway leads to some bonus ammo. Don't expect to get it for free however...

7b Railway First Floor



7c Lift Area

Heading Further

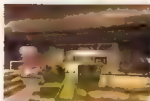
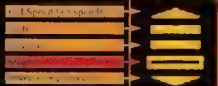
- Map 7C is a pretty quick one, with relatively few hazards. For the most part, you're just going to drive your rail car out on the platform and let the lift bring you up to the next floor. Yeah, you can shoot your gun if it makes you feel any better.
- The Storage Depot starts off with a bang, throwing you right into the middle of a firefight between Grunts and Vortigaunts. The best thing to do is to let the firefight go nuts for a minute while you hide in your rail car parked around the corner. Only after the gunfire

dies down should you attempt to work your way around.

- Another option is to rush in while there's mass confusion and get on the .50 cal. heavy machine gun for some target practice. Not only does it never run out of ammo, but each shot does mega damage and the rate of fire is extremely high (three bullets takes out a .50 tier, which at that rate of fire, is about half a second).
- Once it's clear below, climb the stairs near the .50 cal. and take care of the few Grunts and Vortigaunts scattered about. Grab all the goodies (hidden in boxes), refill on health and continue to map 7D.

HANDLING THE RAIL CAR

If you're one of those gamers who expresses difficulty when controlling the rail car, just use the chart to the right. Remember that both Full Speed and Reverse have extra speed settings even though there's only one notch on the display.



If you swing your rail car to the other side of the junction, you can jump on this .50 and rip!



Using the .50 saves you a ton of ammo. And you can't say it doesn't do its job, can you?



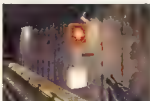
When you reach the stairs, throw up a few complementary Grenades to clear the area.



The hallways are filled with Vortigaunts, which most of the time get killed by soldiers.



When the coast is clear, check the rooms in the storage depot thoroughly for items, ammo and health.



Don't forget to keep a watchful eye on these junction switches. Many of them take you to different parts of the track with bonus goodies.



7d1 Storage Depot

Back On Foot

- The entire next sequence is best completed on foot. That is, without the use of the rail car. Just remember to stay off the middle section of the track or you'll sustain severe electrical damage to your HEV Suit and/or health.
- Right below the first stair case on Map 7D2, you'll find a small box. Smash it to reveal not only a Battery Pack, but also a grate that leads to a secret room with bonus goodies! Inside the room you'll find a few Health Packs and some ammunition.
- Creep around the corner on foot—being careful not to touch the laser rail—and throw a grenade up onto the ledge where the three Grunts are waiting to ambush you. Continue onto Map 7E1, and at the grand—Unlucky pun!—turn on the Vortigaunts for a while before turning the next corner. Use the sounds to distinguish when things have died down.



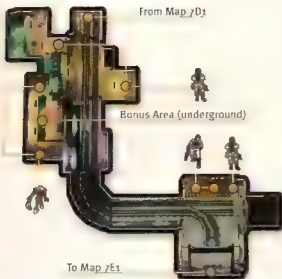
Behind the stairwell you'll find a box that is hiding this grate. Break the grate and...



You'll enter a small room underneath the next area chock fulla bonus goodies. Inside you'll find Health Packs, Battery Packs, ammunition and even dead bodies. Who knows how they got down there or what they were doing, but it's still cool!

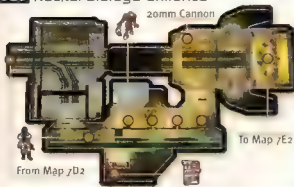


Although it's tough to see in the picture to the left, your best bet is to simply crouch behind your control panel on the rail car to avoid these lasers. If you happen to set either one of these off, the three Gun Turrets in the next room will rip you to pieces. Just reload your game if this happens.



7d2 Office Complex Part 2

7e1 Rocket Storage Entrance

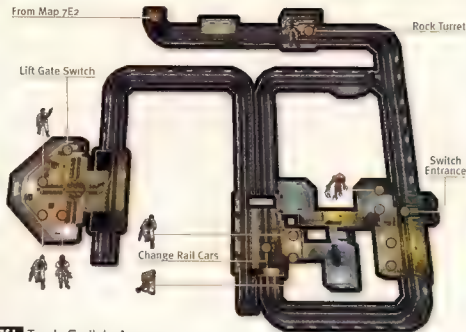


7e2 Rocket Storage

Bonus Room
To Map 7E1

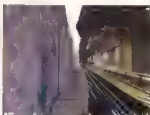


From Map 7E2



Back On Foot (cont.)

- Sneak past the zomm Cannon and enter Rocket Storage, being careful not to set off the red lasers that activate the three Gun Turrets in the very next room. Once you're clear of this area, jump back on your rail car and over to map 7F1



Those silly rockets don't do much damage when you simply crawl right under them. Try parking your rail car farther back, using the edge of the hallway to sneak up.

7F1 Track Switch Area

Final Approach

- Dodge the Rocket Turret by simply ducking as you crawl forward to take out the Grunt operating it. When complete, jump back onto your rail car and enter the fortified area in the center of the map. Activate the switch, and jump over the edge so you can quickly switch rail cars. If you don't, the other rail car will leave ahead of you, and you'll be running like a chicken to catch up to it. Clear out the very last room on Map 7F1 and flip the switch to raise the lift gate.

- Map 7F2 is nothing more than an elevator with minimal guard resistance. Ride it on up and follow the track to Map 7G.

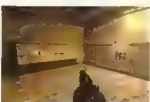
- You'll make two complete revolutions around this map, the second of which is on the upper level. The best method to get through here is to simply duck under the moving cargo boxes and find the switches when your rail car hits the lift gates. Dodge the crazy Rocket Turret by ducking, just like the last one. When you get to the electricity hazards, you're going to need some excellent rail car control to make it through without taking any damage. It's basically a start-stop start-stop

situation with no big secrets for success. Again, it really pays to have a save game handy in case you screw up big time.

- When you're in the clear, get off the rail car and follow the ladder down into Map 7H1.



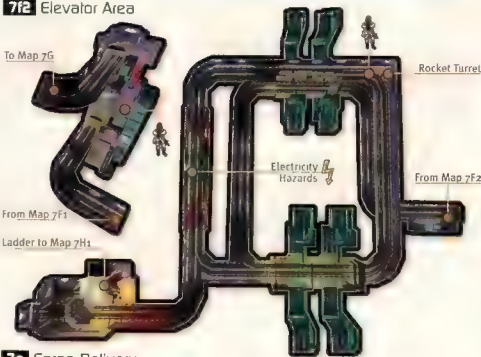
Crouch jump over these unbreakable boxes...



... upstairs you'll find the switch you need.

7F2 Elevator Area

To Map 7G



From Map 7F1

Ladder to Map 7H1

7G Cargo Delivery

7h1 Fortification A



7h2 Fortification B



Launching The Rocket

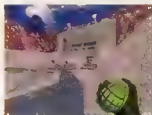
- As long as you don't trip the red laser below the first staircase, you're set. Simply run past the Gun Turrets and assault the 20mm Cannon. The best method to get rid of it is to sneak up on the right hand side, to remove the sandbags, and then get a good clear shot with your 357 Magnum.
- After taking out the group at the top, clearing the rocket control room, sneak past the laser wires and push the red button to launch the rocket. When it's complete, exit the area and head back to Map 7H2 where a new door leads you down into Chapter 8.



Before climbing down the ladder, drop a charge to clear the room. (Grenades work fine, but the Satchels have a larger splash radius.)

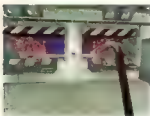


Who says you can't shoot a Grunt in the back when you get the chance? After clearing these two knuckleheads, take out the sniper on the roof.

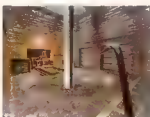


When it's time to brawl, enter the room with everything you've got. After all, nothing says "Hello!" like a fragmentation Grenade down your pants.

7I Launchpad Control



Launch the rocket with the giant red button. D'uh!



When you ride this rail car into Chapter 8, you'll be in for a little surprise. ^.^

APPREHENSION

Derailed

- The line between Chapters 7 and 8 comes across so quickly that it's almost a complete blur. But worry not, your situation is somewhat unavoidable and you'll soon be doggie padding your way out of this little mess.
- First things first, you'll need to come up for air. With that out of the way, swim below and equip your gmm Pisto. Hire a few rounds at the lock holding the four barrels in place, and they'll rise to the top of the pool creating a makeshift bridge. Swim through the small hallway on your lower left, and work your way up and around to the surface. Now you can simply walk across the barrels and up the stairs to the next level. Jump in the opposite side of the pool,

and take a nice deep breath as you swim underwater through the long series of passages ahead. If the *Hugworms* pose a threat, try swinging your *Crowbar* as you swim, wielding it like a machete to slice through if they get too thick.

- When you arrive on Map 8B, your next goal is to get rid of the *Ichthyosaur* swimming in the pool below the *Crossbow*. You can either drop a few *Satchel Charges*, detonating them when you see the monster surface—or crawl up into the cage and let it eat a few *Crossbow Bolts*, either way kills the *Ichthyosaur*.
- Once you've conquered the *Crossbow*, swim below and access the valve to open the grate. Don't get nervous if you begin to run low on air, because you'll refill automatically when you resurface

8a Construction Area

From Chapter 7



To Map 8B



Just hold on tight and stay aboard the rail car.



Shoot the lock on the cage to release these barrels.



You'll need to "crawl-swim" to get through this passage.

NEW WEAPON: Crossbow

① After talking with the scientist in the room adjacent to the small walkway above the pool (the control room), simply walk out and drop into the cage to get the *Crossbow*.



② When you get it, the cage will drop into the pool of water, where you'll need to kill the *Ichthyosaur* quickly before exiting through the top of the cage.

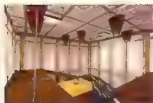
8b Experiment Area



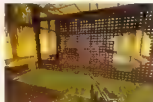
From Map 8A

Control Room

8c Power Generator



Blast every single Barnacle before descending.



Jump through the hole on the right to access the next map.

Almost Topside

- Run up the series of stairs, and you'll enter a very small room absolutely stuffed with Barnacles. Jumping onto the box to avoid them is a trap, so your best bet is to simply kill everything in the room with your Combat Rifle and then move on.

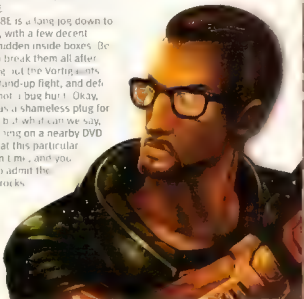
- In the next room, the only real trick is staying on the thin pieces of metal without slipping off into the murky depths below. Instead of jumping the gap with the broken electrical main, crouch jump the gap to the right of it into the small hole. Dealing with the slippery tiles is a pain, but very possible. If you don't make it on your first try, quickly swim to the ladder near the upper left hand corner of the map.

- After swimming through the short underwater passage, you'll be in the generator room. Hop on the power arm, quickly push the smaller of the two boxes off the edge and push it all the way into the corner. Climb up, and ascend the stairwell to Map 8D.

- Clear the control room of both Vortigaunts and Headcrabs and the scientist will open up the entrance to the coolant tank area. He will not open it up until every monster is dead. Make sure to keep on HEV Suit power before venturing off, as the extremely low temps of the coolant tanks will strip you of its power very quickly. Expect to lose from 20-30 points off your suit depending on how it takes you to get there. Descend the

ladder at the very end of the second room and you'll be on Map 8E.

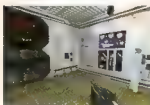
- Map 8E is a long jog down to the lift, with a few decent items hidden inside boxes. Be sure to break them all after clearing out the Vortigaunts. It's a stand-up fight, and definitely not a bug hunt. Okay, that was a shameless plug for *Aliens*, but what can we say, it's raining on a nearby DVD player at this particular point in time, and you have to admit the movie rocks.



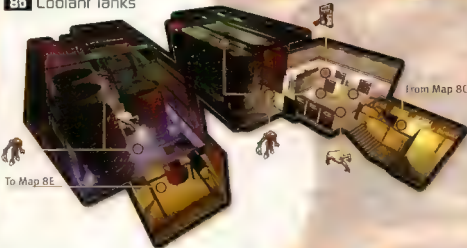
8b Coolant Tanks



With the box in place, simply crouch jump up to the ladder.

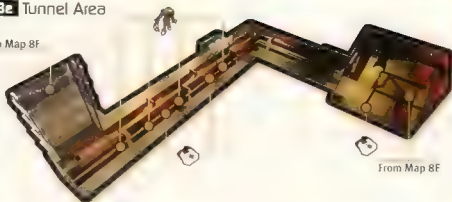


Access this panel to enter the coolant tank area.

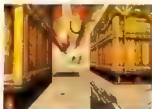


8e Tunnel Area

To Map 8f



From Map 8f



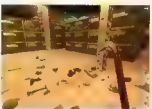
Use the boxes as you strafe attack these Vortigaunts.



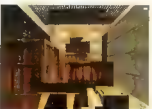
There's nothing you can do to save Barney...



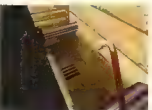
Once detected, place a few Laser Mines in this hallway.



Break every box you stumble across inside the warehouse.



Quickly climb the boxes and grab your Crowbar up top.



When the compactor closes, jump down through this vent.

8f Warehouse

To Map 8g



From Map 8e

Super Troopers

As you enter the warehouse, you should immediately know something's up when you see what happens to Barney. The best offense tactic to use against Assassins is to place Laser Mines after being detected. When all three Assassins are dead, throw the lever marked "Surface Access" and exit the area.

Captured

Not only were you caught and thrown into a garbage compactor (just like Luke Skywalker 'n the gang), but you were also stripped of all your weapons and equipment. As the compactor activates, quickly climb to the top of the boxes using crouch jumps, and cross over to the other side of



8g Trash Compactor

the room to find your Crowbar. You only have a few moments to do this, so be quick. After the compactor is fully closed, you can drop down and smash through the vent in the floor. This will take you straight to Chapter 9.

RESIDUE PROCESSING

8a Entrance To Residue Processing

To Map 9B



Tunnel from Chapter 8

KEY

Unique to this chapter are the bold **ORANGE** arrows. These show you which direction you should be going as you progress through the confusing rooms of Residue Processing.



Traversing The Plant

- After the apprehension and escape, you're left completely weaponless. It's back to what looks like the middle of no where. Worry not, because you'll soon be back in the fray with a few weapons and a decent supply of ammunition.
- We're off and away over to the grain stack, and operate the valve to lower the grain inside. Quickly, climb the ladder and jump, landing the grain until it reveals the tunnel to Map 9B.
- After getting the gmm Pistol from the relatively challenged Barney, you're going to follow him to the pistons, and make your way over to the small red-colored vent on the east side of Map 9B. Follow it past the steam hazards to the next pipe, and make your way across the giant vat of molten sulfur waste and into Map 9C.
- Swim underwater as far as you can go, through all the

small passages, and past all the smasher bashers. When you resurface, it's time to collect some weaponry including the .357 Magnum and some Battery Packs. When you're ready to progress, throw the center track ever forward and stop the pistons with the piston power switch. Quickly jump onto the center conveyor and stay crouched as it pulls you on over to Map 9D.

• Map 9D is one large puzzle, basically requiring you to jump from conveyor to conveyor in order to reach the final destination. This isn't really a problem, but the jumps are a bit of a pain, and there's really nothing we can tell you except to keep trying. (Note: with a mouse and keyboard this is so much easier.) Follow out orange arrows if you're having trouble with which way to go. It's really not that difficult, but the arrows are there if you need them.

• The red-tinted tunnel will take you straight to Chapter 10.

9b Pumping Station

To Map 9C

From Map 9A

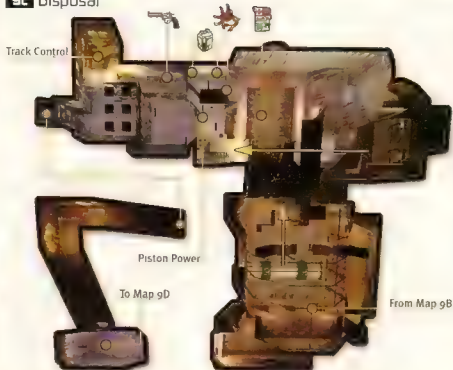


There's nothing you can do to save Barney, but you can make the most of the situation and acquire his gmm Pistol if you follow him into the hallway.



Stay centered when you jump from one rod to the next (the edges are slippery as heck), and crouch jump into the tunnel leading to Map 9C.

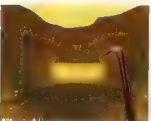
9c Disposal



Grab the .357 Magnum and the two Battery Packs. Also refill on health at the recharger.



These levers control which way the tracks move. Throw the center one forward.



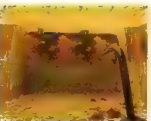
Try and stay crouched if you're having trouble getting past a specific obstacle.

9d Conveyor Area

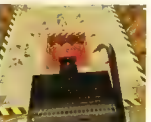


If you fall off any of these conveyor belts, you can always climb back up and try again.

To Chapter 10



You really need to hug the floor to avoid taking massive damage from this smasher.

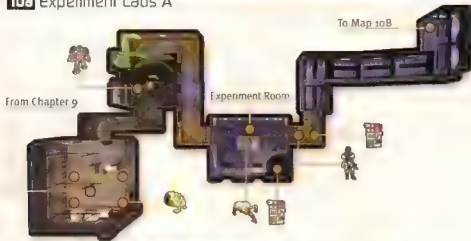


Through this grinder lies a tunnel that leads up to Chapter 10.



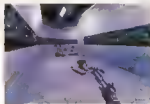
QUESTIONABLE ETHICS

10a Experiment Labs A



Making Discoveries

- As you emerge in the lab area, you'll be surrounded by Houndeyes and pounded to oblivion. So instead of doing that, stand below deck and toss in a Satchel Charge to clear out the entire room in one shot.
- Your best offense against the Alien Grunt inside the guss tube is to plant a Satchel Charge right in front of the unit before it breaks out, and crip it with your uncanny ability to see into the future.
- The experiment room is nothing more than a button click and a geyser.

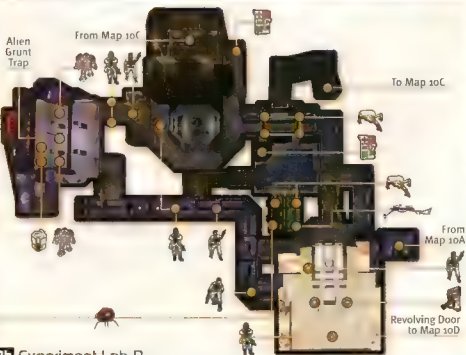


NEW WEAPON: Snark

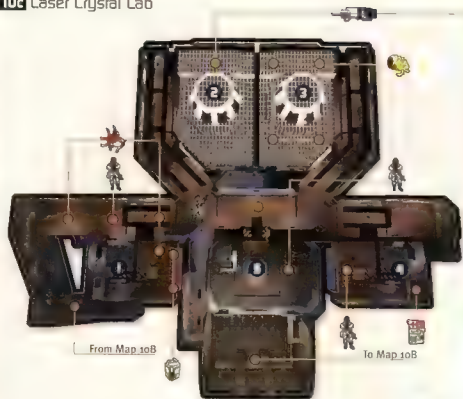
① In the second experiment lab, you'll find two small cages that are filled with Headcrabs. Open up the cages and activate the laser to rid 90 percent of them right off the bat, then follow up with your gmm Pistol to take out the last few.



② The first cage has the Crossbow in it, and the second cage has the Snarks. We think you'll find the Snarks not only as useful little creatures, but also slightly entertaining.



10b Experiment Lab B



From Map 10B

To Map 10B

KEY

④ Laser Crystal

The Entry Hall

- Although Map 10B looks complex at first glance, you can probably run through the entire thing in under five minutes. Start off with a bit of combat in the main entry hall, working your way to the second experiment lab where you'll find the Crossbow and the Snarks.
- When you get to the Alien Grunt trap, here's a simple and effective method for getting through:

- 1 Run upstairs into the small hallway on the west end of the room.
- 2 Shoot the Laser Mines from above.
- 3 Stay hidden, and the human Grunts will bust in with guns a'blazin', pretty much taking care of the whole situation for you. Of course, make sure to mop them up after the fact.



If you're smart, you'll stay hidden while the Grunts and Bullsquids duke it out. Wait a few seconds before entering.

- With this bit of the way's map, walk through the next hallway, and up the stairs to Map 10C.

- Upon first entrance, you'll find a lot of back and forth with the Grunts. After about 10 seconds, make your presence known with a few Shotgun rounds. Clean up whoever's left and quickly dash to the Tau Cannon. Once acquired, you'll need to activate all FOUR laser crystals (clearly marked with number icons on



Make sure to activate all four of the crystals before trucking on over to the main control room.



Upon storming the latter half of Map 10C, you'll meet some human resistance. Nothing the Shotgun can't handle.



Make sure to push the box as shown in the picture above before you activate the main laser.

NEW WEAPON:
Tau Cannon

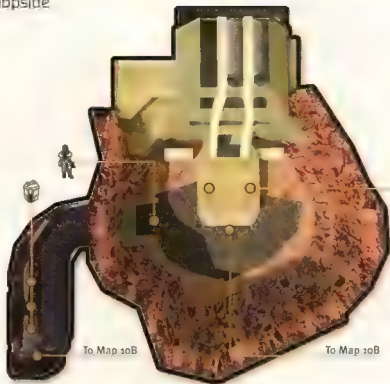
- 1 As you approach the first hallway that branches north, you'll hear a faint discussion between a scientist and a security guard. Within five seconds, a large explosion will occur and reveal a new doorway. Make SURE you're clear of the wall near the explosive crates, or you'll sustain heavy (and unnecessary) damage.



- 2 After the explosion, enter the room and you'll see the Tau Cannon sitting on the floor in between some bones and chunks of meat. Just around the corner in the next laser crystal room, you'll find even more ammo for it.

- The room with the rotating death blades isn't all that difficult to get through. Just time the blades and sneak through. When you get to the other side access the keypad and shut the blades down when they're off to the right or left side. You need to keep the center aisle clear so you can walk one of the scientists in the previous room back with you.
- Grab any one of the three scientists and run all the way back to the main entry hall of Map 10B. When you reach the foyer area, the scientist will access the security panel and unlock the main doors for you. It's up to you if you want to leave him as a witness to your survival or not.
- When you pass through the revolving doors you'll be topside for the first time in a great while, but as usual, it's not without its hazards. A quick turn around the first corner with your Shotgun should take care of the guard, but make sure not to veer too far away from the building itself or you'll be picked to pieces by the two Gun Turrets on the roof. You can either back up slowly and attempt to snipe

- 1 them before they see you, or you can just toss a damn Satchel Charge and blow the whole roof off. We like the second option for various reasons.
- Smash the last few boxes en route to the large grey door to find some much needed Battery Packs. When you're ready, pass through to enter Chapter 11



After blasting a hole through the wall with the laser, use these boxes to climb down.



Dash through these meat-mincing blades of death and turn the machine off.



Bring the scientist back, and he'll unlock the revolving door that leads topside.



Once outside, check your corners for enemy Grunts. Don't veer too far away from the ...



Get first attack on the Gun Turrets placed on the roof.



And finally, the shaft on Map 10d that leads to Chapter 11.

SURFACE TENSION

The Dam

Note: Although it seems like we're approaching the end of the game, you really don't have to worry about ammunition conservation in this chapter. Why? Simple... because toward the very end of this chapter is a weapons cache that completely refills ALL of your weapons (including the Crossbow). So, don't be afraid to shoot stuff!

- Temporarily start off with a bang, dropping you into the middle of a firefight with some human Grunts, take them out using the explosive canisters placed around the area. When it's clear, you'll need to move to the dam area and bring down the Apache Helicopter.

- Climb the tower and turn off the fans with the dam valve, then hop in the water and take out the Ichthyosaur below. The Crossbow works the best, and don't be afraid to use two or three bolts to take it out. When you're ready, swim below and turn the tracks to open up the valve, that lead to the westernmost part of the map. Swim downstream and eventually enter the pipe to Map 11B.

11a The Dam



Be swift with your Crossbow and take out the Grunt from across the dam.



Have your Crossbow ready to take out the Ichthyosaur.



If possible, try and shoot the explosive canisters to take out enemies held up behind them.



If you walk out too far, this cannon emplacement will rock your world.



After shutting down the fans, turn the valve and swim through to the other side.

HELICOPTER ASSAULT [Key Tips]

1 Get In Position



This key is attack position. Fight from this position, making sure the Apache is flying away from you and not toward you. Use the sounds of the rotor to your advantage.

2 Success



When you're ready, switch to your Tau Cannon and begin charging a supershot. One of these combined with a few standard bullets will take it down in a jiffy.

3 Don't Go Hired



Whatever you do, don't attempt to climb the tower with the chopper still out in the clear. You'll find out pretty quickly just exactly what Hellfire Missiles taste like.

4 Hovering Above The



Not only will the Apache follow you through the gully of Map 11A, but it will follow you to Map 11B as well. All the more reason for taking it out now.

11b Storm Drain Control

From Map 11A

Storm Drain Switch



To Map 11B

Cliffs 'n Caves

• Your main goal for Map 11B is to get to the storm drain switch and activate it. Obviously, you'll want to accomplish this by taking as little damage as possible, so it's a good idea to have a save game in standby. There's minimal human resistance next to the switch, so a stand-off fight shouldn't pose a real problem. When it's open, head to Map 11B.

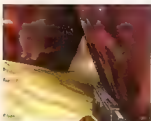
- The area with the Tentacle is purely optional, and we suggest you avoid it unless you're extremely low on health and/or you've got nothing to lose. Check out map to see exactly what's there
- And as for getting to the storm drain hatch itself, you can either use grenades to clear a path straight to the exit, or circle around the northern edge of the room and avoid the mines altogether. Hop in the hatch to Map 11D.



This ledge full of bonus goodies can only be reached with a crouch jump.



After clearing out the Grunts, turn this valve to open up your escape hatch on Map 11C.



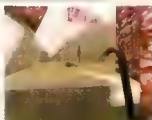
The entrances and exits to the entire area are well hidden like this one.



You can sneak up and grab the goodies next to the Tentacle by crawling



Once past the minefield, hop from this ledge over to the hatch that leads to Map 11D.



If you're good with crouch jumping, hop on over to this nearby ledge and grab the Battery Packs, Health Packs and bonus ammunition.

11c Minefield

To Map 11D

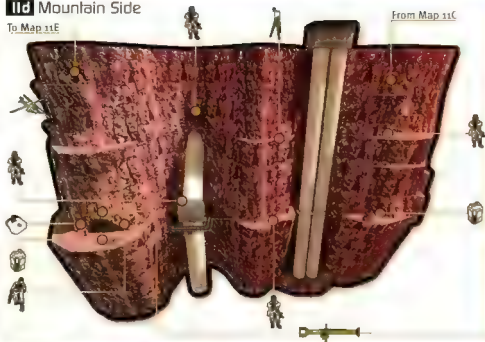


From Map 11B

11d Mountain Side

To Map 11E

From Map 11C



NEW WEAPON: RPG Launcher

① Toward the very end of this map you'll find a small alcove guarded by a shotgun-toting Grunt. Whack him silly with your arsenal, then enter the room behind him.



② You'll find the RPG Launcher along with some extra rockets as well. We suggest you make a save game right before you fight the Apache outside of this room.

Dangerous Situations

• When you emerge from the pipe, try to scout the area below with your Crossbow and take out Grunts from afar. Grab the RPG Launcher, and immediately exit the cave and engage the Apache. Two direct hits should pretty much demolish it, at which point you can climb the last few ladders and escape to Map 11E.

• Taking out the Tank on Map 11f is so much easier if you pop out from the pipe right behind it. Just throw a few Satchel Charges up on the turret and it's toast. When the area is secured, hit the door switch and take out the Rocket Tank with your RPG Launcher. If you need extra RPGs, don't hesitate to dash back and grab some from the ammo depot area.

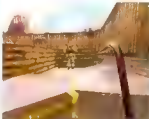
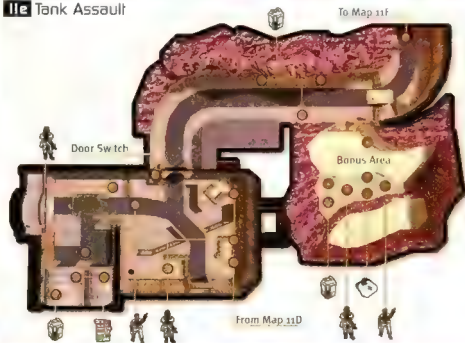
When you're ready to proceed, take the path down past the Rocket Tank and open up the sliding door to Map 11f



The ledges are thin so be sure to press against the wall.

11e Tank Assault

To Map 11f



Emerging from this pipe lets you arrive unnoticed.



If you need HEV Suit power, explore this bonus area.

III Ordnance Storage Facility [Exterior]



Make sure you destroy the generators before climbing, or you'll be electrocuted.



Smash the boards off the front and back of this box and push through it.



After pushing the box into place, jump down onto the box and then the lift.



Puzzling Paths

- Map 11F is really just a... it... in order I reach the roof. Try... Grenades to set off the Laser Mines ahead of time, and also

to take out the snipers tucked away in the... before entering... before climbing up the broke pole to the roof. Once... up, walk around the cage...

following the vents) and drop down through the hole to enter Map 11G

- The trick to getting through this sequence is to follow our... sequence is to follow our... exactly how to get through



NEW WEAPON: Hivehand

- ① After carefully maneuvering past the laser wires upstairs, take the lift down to the lower level.

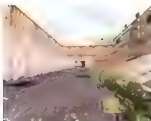


- ② As soon as the lift touches down, you'll see this awkward weapon lying on the ground near the crates. Grab it to collect the Hivehand, the standard weapon of an Allen Grunt. The best feature about the Hivehand is that it never runs out of ammo!

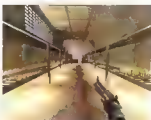


III Ordnance Storage Facility [Interior]

III Weapons Storage Complex



Use your RPG Launcher combined with the strafe attack method to hit this Tank.



Ahh, the precious weapons cache that you've been waiting to find the entire game.

Weapons Cache

- When you first enter this area, stay back and let the Government Aircraft bomb the crap out of the Alien Grunts. When it's clear, the Tank will roll in with a few Grunts, and you'll have to take them out. After it's clear, walk inside the center complex and the

security guard will unlock the weapons cache for you. Stock up on everything, then exit through the window and cross to the other side of the street. Hop down the beams to access Map 11.

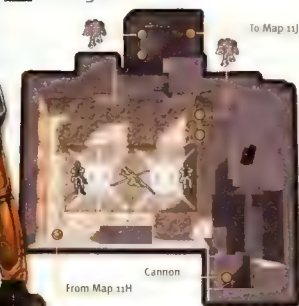
- We suggest you simply run straight for the cannon... avoiding the Osprey, Grunts and Alien Grunts altogether

Open up with the cannon and clear a path to Map 11 by blasting a hole in the wall as pictured below. Remember that it has unlimited ammo, so you can blast anything you want; there's nothing more to the entire screen. This is good time to start saving ammunition.

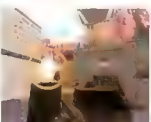


Hop out this window but stay on the ledge. This is what leads you to the next building.

III Landing Field

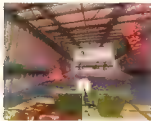


The Osprey is here to suck your freshly resupplied ammo source down to nothing.

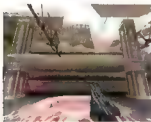


Use this cannon to blow a hole in the wall, opening up a passage to Map 11.





As soon as you round the corner, get on and STAY on this .50 caliber machine gun.



Use the large pink globs as jump-pads which boost you up to the next level.



When the Grunt throws the Satchel Charge in the pipe, quickly hide underwater.



Have the Shotgun ready to go when you hit this sequence.



Barney will open the door that leads to Map 11L.

11j Gun Emplacement



Nearing Lambda

• Map 11j is basically one huge battle, with no less than 25 Vortigaunts working in concert to fend off your army. Keep a machine gun, and remember to stay on the ground. If you get one or two in the air, keep waiting. When the last is down, hit the .50 caliber

the roof, and drop down on the .50 caliber. When the Alien Grunt is taking on the two human Grunts. Break the vent and you'll be able to keep the Grunts to bash through the walls of Snarks.

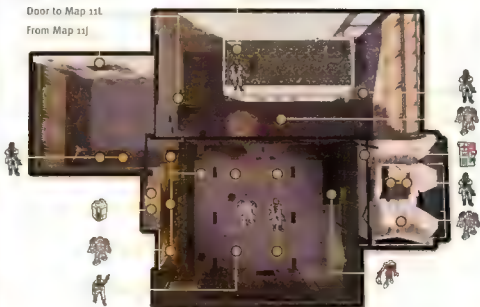
• The goal for Map 11j is to break the vent and get to the roof. When you reach the roof, you'll be able to

him, you'll need to first clear out the area, and then the out of area so that there are NO visible threats. When you're ready, hit the jump pad to the roof and enter the building through the vent. When you find the security guard, bring him down, and he'll unlock the two needed doors for you.

11k Warehouse

Door to Map 11L

From Map 11j



Containment Area

• As you enter Map 11L, you'll be greeted by the not so friendly yet fresh and eventful Gargantua. As it smashes the two Grunts with the car, you need to make your break for the western end of the parking garage and enter the Containment Area.

• The Gargantua will follow you, but you should have enough time to get up to the coordinate controls and call in an air strike to take care of it. In order to do this safely, you'll need to recognize that the small green map on the controls happens to be the exact layout of the room you're standing in. If you call in an air strike right toward the middle of the ramp structure, the Gargantua will walk right into it and fry itself.

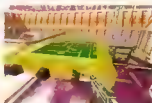
• With the Gargantua gone, you can maneuver the controls to the northwest corner of the room and drop two sets of bombs where we have the markers on the map. You'll know you hit the right spots when the barriers are blown to bits.

• Make a running crouch jump from the top of the ramp over the gully, and enter the hallway to Chapter 12.

III Parking Garage



Upon first entering the area, you'll see two Grunts being smashed by the Gargantua. This is your cue to run like hell!



Use the jump-pads to get on top of this control station. The Gargantua shouldn't be far behind, so you'll need to get the coordinates in quickly.



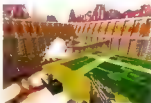
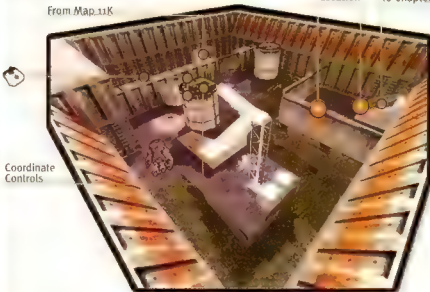
We usually call the first air strike right next to our location, predicting that the Gargantua will walk right into the explosion. It never fails.

IIII Containment Area

From Map 11K

Air Strike Location

To Chapter 12



With the Gargantua out of the way, take your time setting up the proper coordinates to clear the barriers away from this bunker.



Once you've blown the doors off, make the jump and follow this hallway down into the Lambda Complex. This will take you right into Chapter 12.

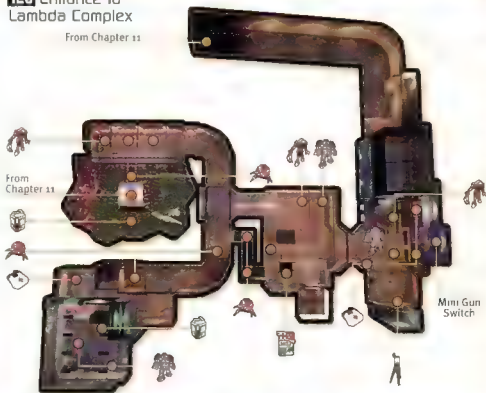
FORGET ABOUT FREEMAN

Fun With Turrets

- As you enter, you'll be slammed with a somewhat simple puzzle. Solution: Use our chart below to get through it with no problem. Afterward, make your way through the vent and into the control room.
- The best method for getting through this area is to kill the security guard, then quickly activate the Gun Turret and run to the next area. Whatever spawns in the room with the Turret will be taken out immediately, saving you tons of ammunition.
- From this point you can either go for some optional ammunition and health, or you can go straight for the hatch and enter Map 12B. If you're approaching critical levels on health and ammo, go straight for the hatch.
- If you do decide to get the goodies first, make sure you realize that each little orb you destroy houses 3 Snarks each. Not too big a threat by themselves, but if they get a smackdown can take it out.

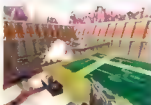
12a Entrance To Lambda Complex

From Chapter 11



CEILING TILE DROPS

The chart below shows all seven ceiling tiles in the proper order they fall. Basically, you're going to want to stand at number seven until six falls, then switch and get out of the way for seven to drop. Simple!



As the ceiling tiles drop you'll need to stay clear. Check our pattern box to the left for the order they fall.



This lever controls the Gun Turret. Flip it down to activate the Turret, and then back up again to shut it off.



If you decide that the Turret is hindering your progress, it can be destroyed. A few Shotgun blasts should work.



If you opted to destroy the Turret, you'll need to fight the horde of Alien Grunts and Vortigaunts on your own.



If you break these pods, be prepared to fight the Snarks inside.

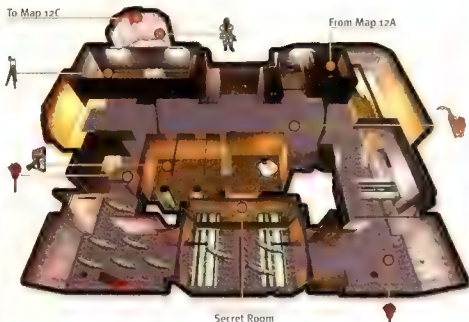


Actuate this valve to open the hatch to Map 12B.

12b Underwater Passage

To Map 12C

From Map 12A



Nudge this box into the water, then use it as a floating platform to get to the other side.



You can avoid the Ichthyosaur altogether by simply hopping to this small ledge.

Gordon The Aquanaut

- Push the steel box into the water, and it will float downstream, enabling you to use it as a platform to jump over the grate. When you get to the larger pool of water, jump past the Ichthyosaur from ledge to ledge, then continue swim

ming underwater past the gears and to the steam pipes. If you climb the pipes you'll find a secret room with an HEV Suit Recharger. When you're ready, continue on and climb the ladder to Map 12C.

- Gun down the two Grunts guarding this elevator area, then equip your RPG. When it's

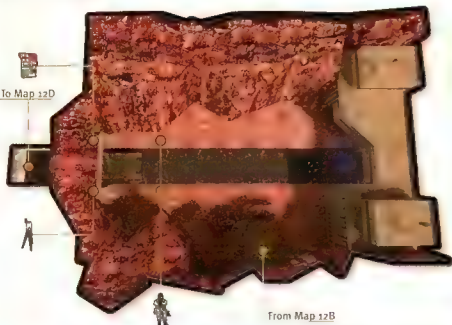
clear, take out the Tank with a few rockets, remembering to use the rocky formations as shelter from the Tank's rounds. Toss a Grenade in the elevator foyer area (taking out the Gun Turret), then jump on and head to Map 12D. Although it seems complex, there are no secrets here.



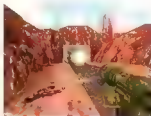
Blast the lock off the door and you'll find a Health Pack along with a HEV Suit Recharger.

12c Topside Elevator Access

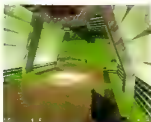
To Map 12D



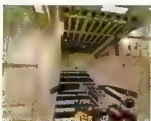
Close-range Shotgun blasts never fail to destroy a Turret.



With the supply of RPGs nearby, it's time to strafe 'n launch!



That green stuff leaking all over the floor is bad news. Try not to bathe in it.



Swift, silent and deadly. The Crossbow takes out guards with no chance for detection.



Activate the main controls of the Tank to blow a hole through the wall.

12d Mechanized Repair Facility

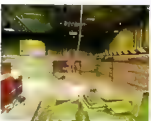


The Assault

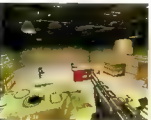
- When you get off the elevator, you'll notice some greenish colored gobbly gook which just so happens to be toxic waste. If you can, try to grab the Battery Pack without touching this goop, or you'll lose small bits of your precious HEV Suit power.
- When you approach the repair facility, it's best to quickly pop in the room and then retreat behind the wall. The battle between the human and Alien Grunts will ensue. Don't let them basically pound each other into oblivion. When you re-enter the room, take care of whoever's left before climbing aboard the Tank.

- Activate the main controls of the Tank and fire a cannon through the wall up ahead. This will create a passage to the Amada core, but it will also open up a massive influx of alien enemies. Jump on the adjacent .50 cal machine gun and open up on the hallway where the portals are spawning. With a little luck, you'll take minimal damage and take out every single enemy without wasting any of your precious ammunition. Don't forget to break the boxes before you leave.

- Hit a doorway outside is heavily guarded by three Alien Grunts and a Rail Cannon. Hit the Rail Cannon first, pounding it with RPGs until it's no more. With the hallway clear, you can proceed through the next two doors and into Chapter 13.



Quickly get on that .50 cal and begin shredding. Don't let up!



Let the aliens and humans rumble before jumping in.



The Alien Rail Cannon should take no more than two RPGs.

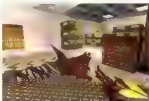


When it's clear, access the keypad and enter Chapter 13.

LAMBDA CORE

Entering the Core

• You'll begin right away by activating the lift switch and then riding it down to the loading area below. There's roughly a five-second delay before it starts moving, so don't panic if it doesn't start right away. Work through the blood to the whatever means necessary to enter the Wolf Head science.



Let the Bullsquid take out at least one or two Headcrabs before killing it.

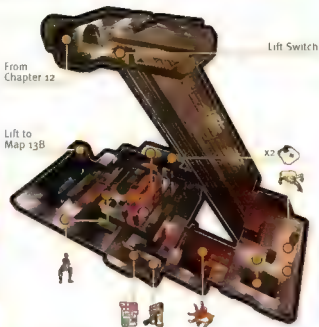
NEW WEAPON: Gluon Gun

Although Valve won't officially comment on the inspiration behind the Gluon Gun, it seems to us like there's a bit of *Ghostbusters* action going on there. Notice the similarities of the pack, rod and beam? Wacky fact: On the PC version of *Half-Life*, it's labeled as "weapon_Egon" in the cheats menu. Don't cross the streams!

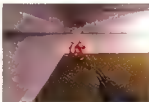


① You'll find the Gluon Gun inside the test firing chamber right around the corner from the scientist's chamber on Map 13B.

13a Hazmat Handling Bays



Lift Switch



• There are four Assassins inside, all of which can be dealt with in the normal fashion. Either use the Laser Mine Trick that you've mastered in the past encounters with Assassins, or simply engage them in point blank combat with your Shotgun. When it's clear take the lift to Map 13B.

• Blast through the wall. Alien Grunts and make your way over to the locked security door near the adder. If the scientist doesn't unlock the door then you haven't cleared out the room. Once inside, he'll let you through to the test firing chamber where you can grab the Gluon Gun.



Test Firing Chamber

Scientist Chamber

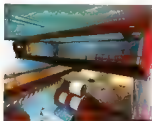


Use whatever means necessary to kill the four Alien Grunts guarding this area. When it's clear, the scientist will open up the door for you.

13b Lab Entrance

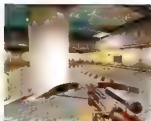
Activating the Reactor

- When you get off the lift, you'll be greeted by both Alien Grunts and Vortigaunts that just happened to warp in at that very moment. (Note: This continues throughout the entire map, so stay on your toes, and don't get too comfortable.)
- Your first goal is to head down to pump station 01 and activate the power switch. Try and use weapons like the Crossbow, and even the

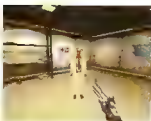


The two coolant areas that lead to the respective pump stations pose quite a health threat. Make sure to go in with your best weapons equipped and a plan to retreat if things get too hot. It's nice to have a spare saved game ready as well.

- head when dealing with enemies on the way. You'll know you're located when you see the station light up.
- The second goal is to activate pump station 02, which is on the opposite end of the map but requires the very same techniques. Just find your way through the maze and finally switch it on.
- With both pumps activated, head back and refill on ammo, hit a land mine in the pool, and clear the main reactor access. With a full health, and a good stock of ammunition, jump down into the pool. The water level will rise to the level that reveals "Main Reactor Access." It will bring you right into Map 13B. Now the reactor is dead. When you arrive, the two coolant valves will be completely closed and you'll need to open them up. With both valves open the water level will raise high enough for you to climb out of the pool. Exit the area by climbing to the top (avoiding the electricity), and take the lift to Map 13C.



If you can sneak in and clip the two Alien Grunts with your Crossbow, you'll go unnoticed and escape with zero damage taken. Don't use more than five Crossbow Bolts to get through.



Opposite of the main reactor access is a small room full of health and ammunition. On the way, you'll also bump into Barney, who can help out if you let him tag along.



With both of the pump stations switched on, head back to the main reactor access and jump down into the pool. Swim through this passage and...

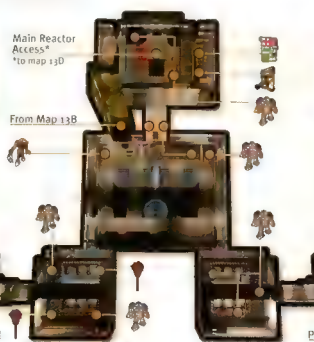


...you'll eventually make your way to the two underwater flow control valves. Crank both of them into the "on" position, and the water level will rise up to ladders above.

13C Reactor Coolant & Maintenance



Pump station 02 is the easier of the two pumps to activate. There are less enemies guarding it, and there are more goodies to be had.



You'll encounter heavy Alien Grunt resistance on the way to pump station 01. If you can avoid anything without taking damage, by all means do it.

13d Lambda Reactor Core D

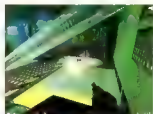
Elevator to Map 13F



The beams can be avoided with simple timing. Learn the pattern and watch for openings.



This is the first group of portals that leads you up into the final reactor core. Whenever you make a wrong turn, it leads back to this very spot.



Some of those so-called "wrong turns" actually have some decent items hidden inside them. Make sure to check the areas thoroughly.

From Map 13C

13e Lambda Reactor Core E



PORTAL HOPPING

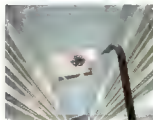
Refer to the list below to see where exactly each portal goes, and/or what it does. If your goal isn't to explore all the good and bad ones but to just complete this area, then hit all the portals colored in **ORANGE**. This will take you directly to the next map.

- Takes you inside the reactor past the fence.
- Brings you up to the next level.
- Portal 3: Room with batteries, health and ammunition.
- Brings you up to the next level.
- Portal 5: Scientist room with ammo and health.
- Portal 6: Drops you into a room, taking severe damage.
- This one takes you to Map 13F.
- Portal 8: Room with HEV Recharger.
- Portal 9: Kills you no matter what you do.

Note: The portal at the very top of this tower (after you complete Map 13F) brings you back down to Portal 1!!



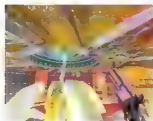
With both switches activated, the blast shields will lower and enable you to jump inside the center core.



After climbing the ladder to Map 13G, pull a "John McClane" and leap across the elevator shaft into the hall.



Before heading into Reactor Core A, make sure to fill up on goodies and also grab the Long Jump Module.

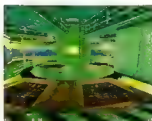


Keep the Xen Masters from hurting the scientist.



When the scientist gives you the go ahead, jump in!

13F Lambda Reactor Core B



The one thing to remember when navigating this room is NOT to move quickly. Jumping around like a nut will only have you drinking toxic waste. Instead, stay off the first group of platforms and leap out on to the elevating ring toward the center for maximum effectiveness

Portal To Another World

- Getting through Map 13E takes a bit of time, but it's worth it. But if you use our numbered portal list as you're playing through it, you'll see how much easier it is. When you get to the top of the portal tower, enter Portal 7 to get to Map 13F.
- Your object on Map 13F is to activate both blast shield buttons and then hop into the center module. When you do,

you'll be warped back to Map 13E. When you reach the platform on Map 13E, avoid the washer portal AT ALL

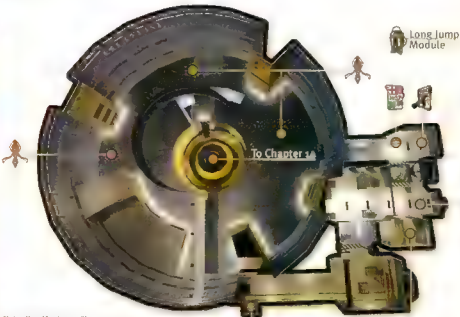
costs. All it does is send you back down to Portal 1 and make you start all over again.

- Head up the ladder and pull a *Die Hard* across the elevator shaft to enter the hallway. Make sure you're all the way at the top of the ladder before jumping. The scientist will unlock the glass door, giving you access to the weapon cache. Refill on EVERYTHING

before you head out into Lambda Reactor Core A. This is your last really good chance to fill up.

- Basically, you'll need to keep the Xen Masters from killing the scientist who's opening your portal. We found it best to stay close to his little station, picking off whatever came close. When he tells you to "Go!" you need to immediately jump through the portal and into Chapter 14

13G Lambda Reactor Core A



Note: Xen Masters will re spawn until you've protected the scientist long enough for the portal to open.

From Map 13F

Weapons Cache

XEN

A Different World

• In the world of Xen, you'll notice a few things are quite different from the way they were in Back Mesa. This list covers the big three:

- 1 The gravity in Xen is considerably less. As such, you'll be able to jump much farther than usual, with your normal jumps. And with the Long Jump Module you'll be able to make incredibly long jumps!
- 2 There are no more Health or HEV Suit rechargers. The aliens don't use 'em, so what did you expect?
- 3 Any human adversaries you fought in past missions are no longer a threat. From here on in, it's 100 percent alien enemies; a bug hunt.

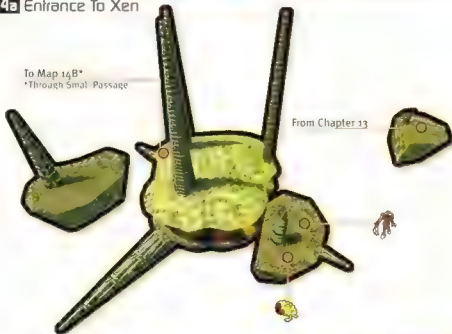
• Getting from platform to platform is easy with your Long Jump Module. When you get to the third platform, you'll need to look below for the revolving discs. Work your way down from disc to disc, taking your time and making sure not to misjudge a jump.

• When you get all the way down, go to the edge and walk off to one of the 10 rotating platforms. Climb up and enter Map 14B through the hole behind the healing pool.

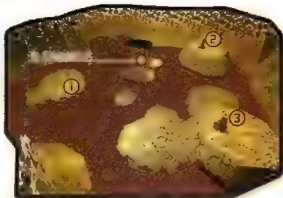
• Inside Map 14B your goal is to activate all three crystal mechanisms. Smash the small grate with the firefly creatures in it, and they'll activate the crystals for you. With all three activated, the portal to Chapter 15 will open.

14a Entrance To Xen

To Map 14B*
*Through Small Passage



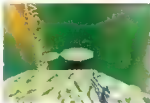
14b Inside Portal Area



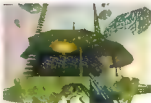
Once inside this area, you'll approach three small crystals that are activated with the "Use" button. With all three of them activated, smash the small grate around the little firefly creatures. After a few seconds, they'll fly into their respective slots opening up the portal to Chapter 15.



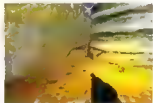
Use your Long Jump Module to get from platform to platform.



Remember the gravity is much more "floaty," so you can walk off instead of jumping



Don't forget about the limb-like structures protruding from the mainland.



The entrance to Map 14B is very easy to miss. Look behind the healing pool for it.

GONARCH'S LAIR

Fighting the Gonarch

• Your only goal in Chapter 15 is to defeat the Gonarch. Use the stat chart along with the numbered walkthrough (below) to help you defeat him.

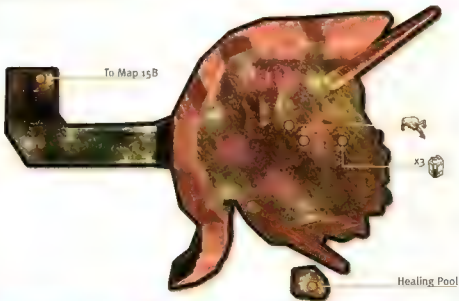
Enemy Stats

Name: The Gonarch
Health: 3,350
Damage Dealt (kick): 60
(acid): 120
Movement Speed: Average
Speed of Attack: Average
Rate of Attack: Average

Prime Weakness:

Attack the eggsac, using a variety of weapons so as not to waste any one type of ammo in particular. The key to winning this battle is ammo conservation, weapon selection and smart strafing/dodge techniques.

15a Gonarch's Lair A



Phase I

• Immediately upon starting this area you'll be thrown into combat, so it pays to have your strategy setup before you even enter this level. As such, it helps to read this section before fighting. Have a save game ready in case you screw up (which you will).

• First, make sure you have a decent array of weaponry to start with. You're going to be using a little bit of everything here, mainly because it's a VERY bad idea to run any one type of ammo all the way down to zero. On the flipside, don't be completely afraid to use your best and most powerful weapons like Combat Rifle Grenades, Satchel Charges or even your coveted RPGs to get past its first mode.

• The secondary Tau Cannon is without a doubt the most powerful and effective attack against the Gonarch. One full powered blast directly into the eggsac will send him running. Just remember that you have



Hide behind these formations if you need a safe haven.

only 100 cells (max) that you can play with, and there's still two more phases after this one to deal with.

• Again, if you haven't already noticed, its eggsac is the weak spot. Never aim for the protective snell or legs because they are virtually invulnerable to any attacks.



If you take too much damage, long jump to this healing pool.



One supershot with the Tau Cannon sends it running.

• If you start getting swamped with mini Headcrabs spawned by the Gonarch, it means you're working too slow. The longer you take to dish out damage, the more time it has to spawn mini Headcrabs. The one thing you can do to kill them is to sub into a crouch position and do 360 degree



Leave these Battery Packs until the END of Phase I.



En route to Phase II, make sure to stop and get these items.

spins as you swing your Crowbar. You'll take minimal damage while killing every snell - one of those little buggers.

• When you deal enough damage, the Gonarch will run into the cave and progress into Phase II.

• One of the best techniques to get through this chapter with the least amount of damage taken and the most ammunition saved is to simply play it twice in succession. Granted, it's a tough fight, but if you don't come through this battle with a decent supply of ammo you could be in big trouble for Chapter 17.

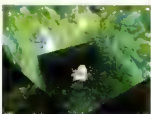
Phase II

- There's a cave-in as soon as you pass the halfway point of this hallway, so there's no turning back. On your way in, make sure to collect all items and Battery Packs. With no place to hide, the key to this phase is dealing out massive damage quickly. And since it's such a confined space, Satchel Charges and Grenades should do the trick. Three of each combined with some rifle fire should get it running into the small chasm below.

- When it hops over the edge, try and get a few Grenades underneath it before you follow. You'll know it's severely weakened when you see it enter the running animation. It won't be able to move on until you drop down. If you accidentally drop down immediately, you'll see how it quickly smashes you into a pulp.



A well-placed Satchel Charge does massive damage to the underside of the Gonarch. A few of these gets it running.

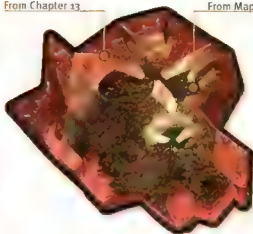


When it drops down into this chasm, don't follow. Instead, drop three to five Grenades to weaken it before descending.

15b Gonarch's Lair B

From Chapter 13

From Map 15A

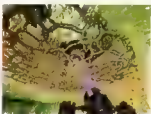


Note: If you walk on the center "grated" area, you'll fall to your death. Please don't do that. ^ ^

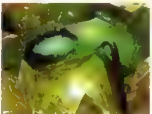
Phase III

- If your health is solid and you've saved some cells for the Gluon Gun, this phase should be the easiest yet. Get underneath the web-like floor structure and blast directly up and into the eggsac with something powerful. The Gluon Gun really shines in this sequence. It's going to take quite a bit of damage to get the Gonarch to drop down to the floor near you, so keep it concentrated for a good five to six seconds.

- When it does drop down, immediately switch to your Combat Rifle and finish it off with the Grenades. You should have at least five left, and if not, go ahead and pick up the Ammo Pack near the Battery Packs. When you see it begin to collapse, let off and immediately go into a crouch position with your Crowbar. This will take care of the 2 million mini-Headcrabs that are chipping away small bits of health. Before you enter Chapter 16, refill at the healing pool inside the exit passage.



The Gluon Gun really rips this phase up. If you've got a solid aim and can hold the beam on target for about five to six seconds, it's all over for the big G. Make sure to collect the goodies before leaving.



When the Gonarch finally crumbles, its body will create a passage to Chapter 16. If you can catch the small inner ledge of this passage before entering the portal, you'll be treated to a bonus healing pool.

15c Gonarch's Lair C

From Map 15B



To Chapter 16



Note: The Gonarch's dead body is what creates the passage to Chapter 16. So like, you can't go until it's dead.

INTERLOPER

Dangerous Heights

• After finding the secret passage and hiding the pedestal to the top of the arena, you'll probably need to work your way down using the various floating platforms. When you have access to one of the alien planes, jump aboard and ride it straight to the exit.

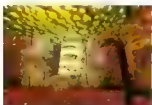
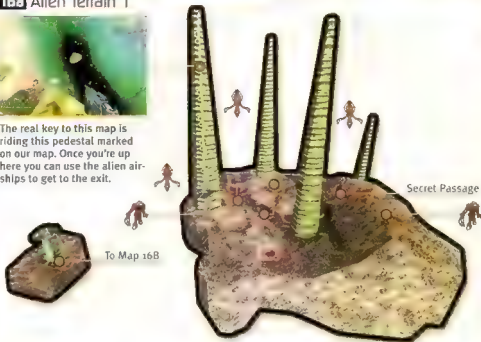
Caves 'n Caverns

• Map 16C is a straight shot to the exit, with the only real problem being the Gargantua in the center cave area. If you have the wit, you should probably stock up on a lot of our beloved Battery Packs. The trick to avoiding the Gargantua is to take it out and hide where it can't see you. Use the small alcove right above the main exhibit area and it'll walk right by you. When you see the opportunity, quickly jump down and dash for the exit.

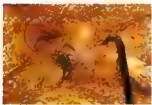
16a Alien Terrain I



The real key to this map is riding this pedestal marked on our map. Once you're up here you can use the alien airships to get to the exit.



After crawling all the way to the end of the secret passage on Map 16A, you'll find this wall. Knock on it with your Crowbar and the pedestal will lower itself. Climb in and you'll have access to the highest point on the map!



The trick to sneaking past the Gargantua is to hide in the small alcove up above this cave. (See brown circle.)

16b Alien Terrain II

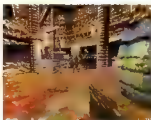


16c Manufacturing Area I

From Map 16B

Healing Pool

To Map 16D



Don't break open any of the Alien Grunt Tanks when exploring this area.



The key is to press as far forward as possible so as not to fall into the liquid.

Aliens At Work

• The key to Map 16C is to not fire at any of the Vorigaunts. As long as you don't hostile them, they won't hostile you. Use the telescoping platforms to get up to the conveyor belt, and ride it over the edge. This will take you right into Map 16D.

• This map is one huge fire-fight from start to finish, but your main goal is to save your heavy-hitting weapons for the important boss battle ahead. Try and get through using as many Laser Mines, Satchel Charges and Grenades as possible, mainly because those weapons are completely use less against the final boss. Once past the tubs and tubs of Alien Grunts—for which those

Satchel Charges work wonders—simply crawl into the small red vent and work your way to Map 16E. The Xen Masters usually solve most of the problems here, so keep your Combat Rifle handy, making sure not to bring it down to critical low ammo levels. Any of the three holes in the red vent leads to the same place

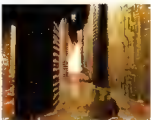


The conveyor belt supplying the Alien Grunts leads to the next area.

16d Manufacturing Area II

From Map 16C

To Map 16E



Get a few Satchel Charges in place before you light up this hallway.

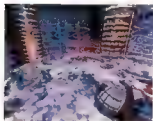


Any of the three vents in the picture above leads to Map 16E.

16e The Shaft



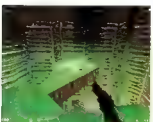
The secret passage on this ledge leads to an entirely new area filled with goodies.



Although you'll face more than a few Alien Grunts, the benefits in this secret area payoff.



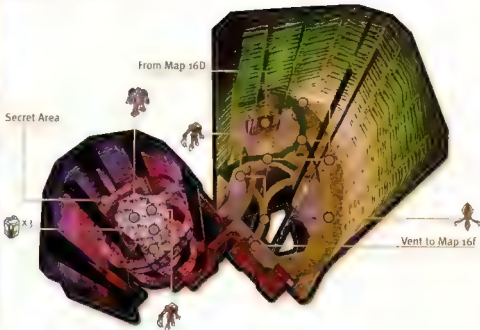
Use these rotating platforms to ride all the way up to the top of this shaft.



After riding the second platform, make a leap toward this portal to get to Map 16F.



When you're ready, take this portal to the Nihilanth.



The Final Approach

• Map 16E is another all-out brawl, but this time it's a surprise to almost 100 percent Xen Masters. The most important thing to know here is that they continue to re-spawn no matter how many of them you destroy. Sure, they go away for a few seconds, but you'll think you've killed every

one of them. Of course, a few seconds later they're throwing their goofy little fireballs right back at ya. If you've reserved your Combat Rifle ammo to go up and, in this part, now it's time to bust them. As you're working your way up the tower, the platforms will make it easier to get a few above your heads, and since this will be the check for Xen Masters.

• Don't forget to stop off in the secret area to do some refilling before heading to Chapter 17. You'll find ammo for every weapon you've got, along with plenty of Health and Battery Packs as well.

• Map 16F is really not a problem. A few short nippity-hops and you're in Chapter 17.

16f Portal To Nihilanth



NIHILANTH

The Final Battle

Note This area doesn't have a map, because 99 percent of this area takes place in one room. Please check out the section below for information on what to do in the various chambers as a result of the Nihilanth's teleportation attacks.

• We're telling you flat out that this will take all the time out of finding out how to beat the Nihilanth on your own, but then again, that's what this section was designed for. Let's get to it!

Tactics

• The first thing you'll need to do is to destroy the three energy crystals as described in the picture to the right. This cuts off the Nihilanth's ability to heal itself. Second, you're going to start pummeling its forehead area with the best weapons you've got. Let loose with your RPG's, the M16s, the crossbows, and especially the Tau Cannon. It's ready just a

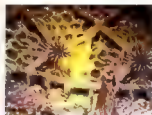
Enemy Stats

Name: Nihilanth
Health: 5000
Damage Dealt (energy ball):

| | Miss | Stun | Attack | Attack |
|-----------|------|------|--------|--------|
| | Stun | Stun | Stun | Stun |
| Very Fast | N/A | | | |
| Fast | | | | |
| Average | | | | |
| Slow | | | | |
| Very Slow | | | | |

pummeled until you see its head pop open from the top. When it does this, it's time to hit the jump pads and take energy bolts from above. A few moderately powered shots, or one right damaging shot will finish the creature off for good.

• You'll know you've won when you see the Nihilanth go into its final explosion animation. A very useful tip on the truck for a job well done.



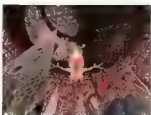
There are three of these "healing crystals" hanging from the walls in the main chamber. Destroy all three before attacking the creature itself.



On the upper ledge of the main chamber you'll find a healing pool. **Note:** You can't take healing damage in this room because of the water, so use this pool often.



The standard energy ball attack is easy to dodge using the larger pillars scattered throughout the chamber. Just make sure to always stay close to one.

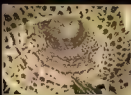
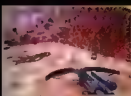


With the crystals gone, you can judge the Nihilanth's remaining health by the number of small orbs over its head. When it's very low, the head will peel open.

Teleportation Attacks

If you've at all mastered the art of strafing and hiding, you can complete this entire battle without being hit by one of the Nihilanth's teleportation attacks. When you see the slow-moving green ball, just use the larger-sized pillars to absorb the shot. Then when it's clear, pop back out and begin firing at the Nihilanth once again. If you do get zapped with the attack, you'll be taken to one of three different places in the following order:

1. The first time you get zapped, you'll be taken to a small room full of Xen Masters. You'll need to kill them and then jump through the portal to exit.
2. The second time, you'll go to a balcony area where you can use the rocks used to take you up to the portal.
3. Every time thereafter, you'll be taken to the large, open area (the main area). This is, by far, the best area as far as power-ups and health goes, but it also means you'll have to get through the other two annoying areas first.



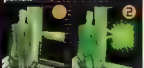
Make sure to whack the Xen Masters before even attempting to climb out of this hole.

Multiple Endings?

There are two completely different endings to Half-Life, both options occurring at the very end of the game. We won't spoil the differences between the two or what happens in each one, but we will suggest that you make a save game and at least check it out for yourself...

Ending 1
Stay in the rail car and don't exit.

Ending 2
Exit the rail car and enter the portal.



A full-body illustration of Gordon Freeman in his iconic Half-Life armor. He is standing centrally, facing forward, with a serious expression. He wears his signature black-rimmed glasses and has a mustache. The armor is a mix of dark grey/black and gold-colored plates. He holds a black assault rifle in his right hand. The background is a vibrant, abstract composition of swirling orange, yellow, and red hues, suggesting a fiery or high-tech environment. The title 'HALF-LIFE' is superimposed over the center of the image in large, white, blocky letters.

HALF-LIFE

THE DELAY WALKTHROUGH

DECAY

I Introduction I

This section is designed as the quick walkthrough for the bonus game to Half-Life, Decay. Before we get started with the walkthroughs themselves, there are some VERY important things you'll need to read first. Check them out below, and then continue with the walkthrough.



Gameplay Overview

Each mission on has a definite "Beginning" and "End" to it. While Half-Life was really just one huge quest. This has a pretty big impact on what you're doing mainly because so many little gameplay elements that worked in Half-Life won't work anymore. Here's a list of the more important gameplay changes:

- 1 No more backtracking. The mission-based structure makes it impossible for you to leave stacks of goodies that you come back for later.
- 2 AI health, weapons and items will NOT carry over to the next mission. On the good side, you will get an automatic

health and items reset at the next stage.

- 3 Most of the time, there's a big gap between the mission's end and the next mission's beginning. This is a problem because you don't know what you've missed, and you don't know what you've missed.



From here on out, you're going to have to pick up items when you see them. No more "oh I'll come back for that later when I really need it" situations.



Make sure to take advantage of both players in co-op mode (or even in one player mode) by using them to cover one another in combat.



Character Switching

You can play Decay with either one player, or with two players in split-screen mode. With one player, you'll have control of both characters by using the "Select" button to switch between them. In two player co-op, the tactics it's basically you, a friend or a partner kicking butt so there's not much advice needed. With the AI character, we thought you'd need a little help, so here are some tips when controlling both characters:

- 1 The AI character will not move from the position you plant her, but she will defend herself if enemies appear. Unfortunately, there's no commands or controls to keep her from switching weapons or wasting ammo.
- 2 The AI character has average intelligence. Expect to pop her in a room and then go

hide with your character. If either of you die, the mission ends.

- 3 If you ever get in a jam, or you're not sure what to do next, try switching characters to see what other options you might have. Try and think as a team and you'll usually see the solution fairly easily.



Dr. Colette Green



Dr. Glenn Cross



Grading System

- Your grade is awarded in a relatively standard fashion. The less damage you take (Wounds), the better your accuracy (Accuracy) and the more enemies you kill (Kills), the better your grade for each mission. The grades given are A through D, with A being the best. There is no F grade, although failing the mission will give you a grade in and of itself.
- An important tip to remember about grading is that you can always get through the mission once just to complete it, and then come back to try and score an A grade later. Doing both on your first shot is going to rough.
- It may seem as if one stat is much more important than the others, but this isn't entirely true. You see, for some missions Accuracy is the most important factor, and for some missions Wounds is the most important factor. Use our "Making the Grade" sidebar to see where improvements can be made.

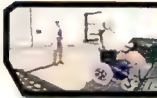
| CURRENT SCORES | | | |
|----------------|-----|------|---|
| Accuracy | 10% | 100% | A |
| Kills | 10 | 25 | B |
| Wounds | 5/5 | 1 | C |
| Grade | C | | |

As you can see in this picture, sometimes even ridiculous amounts of wounds and horrible accuracy won't give you a "D" grade. In this case, our kills made up for it.

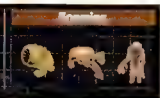
| HIGH SCORES | | | |
|-------------|-----|------|---|
| Accuracy | 5/5 | 100% | A |
| Kills | 15 | 25 | B |
| Wounds | 1/5 | 1 | C |
| Grade | A | | |

On some missions, mediocre scores on Accuracy, Kills and Wounds will still get you the A grade. It really depends more on the mission than the individual stats themselves.

DUAL ACCESS



Goal: Monitor the anti-mass spectrometer and deliver anomalous materials to Dr. Freeman.
Difficulty: Easy
Time To Complete: 15 minutes



Mission Walkthrough

- At the start of the mission, you'll need to move the two large red blocks to the loading bay. Use the character switch to move them. After you've moved them, you'll need to go to the control room and activate the power. When you're done, you'll find that it's been jammed.
- When you're done, go to the main door and bring both Gina and Colette over to the main door.
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When you're done, go to the main door and bring both Gina and Colette over to the main door.



Use the character switch and bring both Gina and Colette over to the main door.



The first little pow-wow with Dr. Keller and Dr. Rosenberg should go smoothly.



Dr. Cross should head below to push this sample into the loading bay.



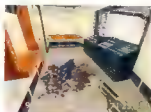
Shortly after loading in the sample, Dr. Cross should clear this machine.



Dr. Green should be upstairs, activating both the power and percentage ratios.



This door will only open halfway, letting you crawl out from the test chamber.



When the experiment goes awry, get the 9mm Pistol from this dead security guard.



When you make it back to the control room, enter the elevator to complete the mission.

MAKING THE GRADE

This mission is extremely easy to get an A grade on, but here are some tips in case you're having trouble.

Accuracy

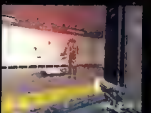
Although it seems silly, a swing and a miss with your Crowbar counts toward your accuracy rating. Just remember that when fighting those Headcrabs.

Kills

Anything above 20 kills is fine for this level. There's easily twice that in the level, so this shouldn't be a problem.

Wounds

Although it's pretty ridiculous to take any wounds on this level, try to limit your damage to around 35 or less.

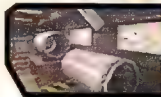


To improve accuracy, attack from close range and aim for the body.



Remember that only one character needs to get an "A" to unlock the secret 10th mission.

HAZARDOUS COURSE



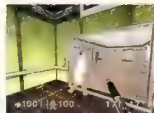
Goal: Escort Dr. Rosenberg to through the training area to the surface.
Difficulty: Easy
Time To Complete: 15 minutes



Mission Walkthrough

- When Dr. Rosenberg is up and running, you should open up the shutters, go into the hallway, and then turn the power back on. The first character should be the one to go up the stairs and into the sewer. The second character should be the one to go up the stairs and into the sewer. When you get to the top of the stairs, the first character should be the one to go up the stairs and into the sewer. When you get to the top of the stairs, the first character should be the one to go up the stairs and into the sewer.
- Have one character enter the security override room and activate the button while the other one runs through the hallway past the gun turrets. When the second character gets past the turrets, you can have her turn off the power to the hallway by accessing the switch behind the door. This section is impossible to complete without using the character switch.
- After blasting your way through the first group of gun turrets, you'll find the sewer area. Have one character turn off the power to the hallway and then go down the stairs into the sewer. The first character should be the one to go down the stairs into the sewer. The second character should be the one to go down the stairs into the sewer.

- The first character should be the one to go down the stairs into the sewer. The second character should be the one to go down the stairs into the sewer. When you get to the bottom of the stairs, the first character should be the one to go down the stairs into the sewer. The second character should be the one to go down the stairs into the sewer.
- The final part of this mission is getting Dr. Rosenberg past the Gun Turret. Basically, you're going to play the two characters. With your second character, attack and kill the turrets and then open up the security door. When you get to the top of the stairs, the first character should be the one to go up the stairs and into the sewer. The second character should be the one to go up the stairs and into the sewer.



After finding out the elevator is broken, jump out the newly opened shutters.



Have Gina activate the security override while Colette dashes through the hallway.



This power controller shuts off the fans so the second character can pass the sewer area.



These pumps need to be manually operated. When you're done, climb the ladder.

IMPORTANT! For some reason, Dr. Rosenberg doesn't move when the Mayday comes out from behind the security door. After getting through the door, don't shoot the turrets. If you don't, Dr. Rosenberg will die and you'll have to restart the level.



If you get past the last group of Gun Turrets, the mission is complete.

MAKING THE GRADE

The key to this entire level lies in effectively dealing with the various Gun Turrets. If they shred you up even once, your wounds rating will be ruined.

Accuracy
 Just be careful not to waste rounds on Gun Turrets. Get clean shots on the few normal enemies that appear and you'll be set as far as Accuracy goes.

Kills
 There aren't many enemies in this stage, so kill everything you see and you should be fine.

Wounds
 If you can keep Wounds to under or around 50, an A rating shouldn't be a problem even with mediocre scores on Accuracy and Kills.

| Gun Turret Accuracy | | | |
|---------------------|-----|-----|-----|
| Accuracy | 50% | 50% | 50% |
| Kills | 10 | 10 | 10 |
| Wounds | 10 | 10 | 10 |
| Grade | A | A | A |

As you can see, even with as low as 45% accuracy you're still in the B range.

| Gun Turret Accuracy | | | |
|---------------------|-----|-----|-----|
| Accuracy | 50% | 50% | 50% |
| Kills | 10 | 10 | 10 |
| Wounds | 10 | 10 | 10 |
| Grade | A | A | A |

To get up into the A range, keep the Wounds under 50 if possible.

SURFACE CALL



Goal: Help Dr. Rosenberg establish an uplink with the outside world.
Difficulty: Moderate
Time To Complete: 20 minutes



Mission Walkthrough

- [illegible]

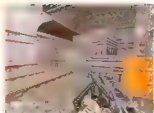
... a valuable reference to
invest!

- [illegible]

- **Work through the next area** – make sure to **kill EVERY** yellowish-green, brown and dead stem. If you can't find any, go back to your original starting point and try again.
- **When you're done**, cut the stems at the base, leaving 1-2 inches of stem. You can now remove the plant or leave it in place. The roots will rot and break down.
- **When you're done**, cut the stems at the base, leaving 1-2 inches of stem. You can now remove the plant or leave it in place. The roots will rot and break down.



Begin by ditching Dr. Rosenberg and heading straight into Satellite Operations



Use the switch to send the cart plowing through this wall full of explosives.



The toxic waste in this room is especially damaging. Do NOT touch it for even a second



When you arrive at the control center, open up the door and let Dr. Rosenberg in.



Have your second character activate the satellite uplink after chatting with Dr. B.



With the satellite uplink established, Dr. Rosenberg can activate communications.

MAKING THE GRADE

There are **LOTS** of Vortigaunts in this stage, and because of that, this is one of the harder missions to get an A grade on.

Appendix

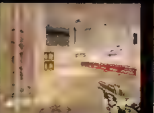
This isn't the problem statistic. Be responsible with your Shotgun spread and you should be fine.

KILLS

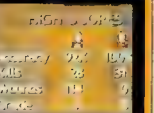
Anything over 25 is respectable for the A grade, although you can get by with less if you take very little Wounds.

Wang, Y. and Wang, Y. 2004. *Journal of Chinese Medicine*, 29(1): 1-4.

This is the real problem. Use the remarkably effective yet super cheap "retreat and destroy" technique. Draw Vortigaunts out one by one, using corners as shelter.



We used the 9mm Pistol to drop Vortigaunts quickly and accurately.



If you look closely you'll notice that our B grade is technically superior to our A grade.

RESONANCE



Goal: The rift between Earth and the alien world is widening. Reset the dampening fields.
Difficulty: Moderate
Time To Complete: 15 minutes



Grenades

Mission Walkthrough

- After entering the level, keep heading straight up the main exit with the Shotgun. Ignore all the stuff you'll have to clear out. If the NEV had a power, you would have been able to use it for the term "adversity." Instead, just use your assault rifle to clear the way. Shoot anything it wouldn't normally destroy.
- Work your way to the vent way in the corner and wire back the security system. You're getting through the vent, so it's to blast off. If you get to the attempt to blow the vent, creep all the way to the very edge of the desk, hit the switch, and the vent will open the passage. You'll have just the character to follow. If you're not up inside the vent when the electricity starts, you'll take serious lightning damage.
- Get to the Main Control Room and flip the security system switch. This will allow the other two get up to the room, so stay for the rest of the stairs when you're ready.
- Both characters should enter the Dampening locks area, while one character turns the lock while the other one takes

care of the other. If that should happen, it's best to keep the lock turned. Remember that it takes two characters to activate the vent. If you completely get the vent to work, you'll have a security system that will allow you to get to the top. Why, oh why, you're not using the light of stars to a room filled with Alien Greys?

- The way you can get to the top is by using the vent. If you're not up inside the vent when the electricity starts, you'll take serious lightning damage.

- Both characters should enter the Dampening locks area, while one character turns the lock while the other one takes care of the other. If that should happen, it's best to keep the lock turned. Remember that it takes two characters to activate the vent. If you completely get the vent to work, you'll have a security system that will allow you to get to the top. Why, oh why, you're not using the light of stars to a room filled with Alien Greys?



You'll need to activate this switch and get through the vent VERY quickly.



If you've got some Grenades, now is a good time to use 'em up.



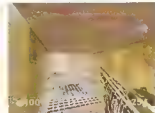
Oh and like, don't miss the .357 Magnum inside the armory.



Have both characters up top when you reset the dampening locks.



Have one character enter this area while the other activates the control panel.



After the final lock is set, this hallway serves as a great shelter from the Xen Masters.

MAKING THE GRADE

One of the hardest missions for both Accuracy and Wounds. Use our little Versus™ trick and you're set.

Accuracy

In order to fulfill all three of the requirements for this level, it's best if you have one character play through all of the easy sections, knowing that character is

the one going for the "A" rating. Have the other character the role of the dummy, dealing with the tougher end sequence and also the dampening lock sequence.

Kills

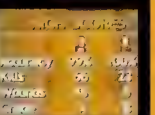
Refer to the Accuracy section for details.

Wounds

Same as above.



If you're using the Shotgun against Monkeys, only use it from point blank range.



Keep the Wounds under 150, and Kills over 25. This matches an A no problem.

DOMESTIC VIOLENCE



Goal: Locate a security guard who knows the satellite signal codes, and bring him to Dr. Keller.
Difficulty: Moderate
Time To Complete: 25 minutes

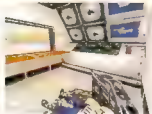


Mission Walkthrough

- [illegible]

500,000,000,000,000,000
 600,000,000,000,000,000
 700,000,000,000,000,000
 800,000,000,000,000,000
 900,000,000,000,000,000
 1,000,000,000,000,000,000

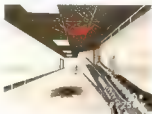
- The 1st rule: always do what you can to help others.
 - We have very good friends, but we have different goals.
 - The ability to use up your time & resources to get things done is key. Above the rest, we have to find a way to get the best of both worlds.
- *Don't be a hero*
 - *Don't be a hero* is a phrase that means you should not try to do more than you can handle. It's a warning to not overdo it.
- *Don't be a hero* is a phrase that means you should not try to do more than you can handle. It's a warning to not overdo it.
- *Don't be a hero* is a phrase that means you should not try to do more than you can handle. It's a warning to not overdo it.



Activate the security door switches and then quickly jump out and pass through.



You can either drop down with guns roaring or try to take out a few with Grenades.



We found it best to lure out small quantities of Grunts instead of fighting on their turf.



Use one character as a stepping stool for the other one as you enter this vent.



Grab the Combat Rifle from the first dead Grunt and start launching Grenades.



With every Grunt Incapacitated, this security guard will run back to Dr. Keller with you.

MAKING THE GRADE

This is a difficult level, mainly because of the introduction of human Grunts. Absorb one volley of fire from a Gun Turret and your grade is ruined.

Appendix

As long as you're not sporadically dumping 50-rd magazines through the Combat Rifle, Accuracy should not be a problem.

TOWERS

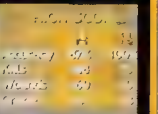
There's plenty of enemies on this stage, just be sure to have one of your characters **RD OVER 35.**

Wounds

Keep this rating under 100, possibly 75 if your other ratings are only mediocre.



Combat Rifle Grenades work wonders for Accuracy while reducing Wounds. Use them.

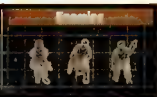


As you can see, even with zero Wounds and perfect Accuracy, KMs are the deciding factor.

CODE GREEN



Goal: Upload the satellite signal codes before the delivery rocket launches.
Difficulty: Moderate
Time To Complete: 20 minutes



Mission Walkthrough

- Before jumping into the mix, take a moment to look around and grab the satellite codes. Then, you can proceed to jumping off the battery. From your vantage point, you'll see a lot of tracks. When you're done, you can either take the left or right path. Both lead to the same place, so you'll have to choose your own path. The secret passage will be the same as the left path.
- When you find the secret passage, it's not a secret passage. It's a tunnel. You'll have to wait until the rocket launch is over. The rocket launch is a box that's preventing the tunnel from opening. All that's left is the way to get the rocket launch.

and the way to get the rocket launch. When you're done, you'll have to wait until the rocket launch is over. The rocket launch is a box that's preventing the tunnel from opening. All that's left is the way to get the rocket launch.

- For the first time, you'll see a secret passage. It's a tunnel. You'll have to wait until the rocket launch is over. The rocket launch is a box that's preventing the tunnel from opening. All that's left is the way to get the rocket launch.
- When you find the secret passage, it's not a secret passage. It's a tunnel. You'll have to wait until the rocket launch is over. The rocket launch is a box that's preventing the tunnel from opening. All that's left is the way to get the rocket launch.



You're best off just jumping in with a few Grenades to rock these Grunts' world.



Indeed, the secret passage is hidden right near your starting point.



From this perspective you can clear away the box that's blocking the doorway.



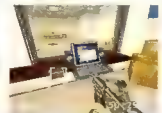
Once you've reset the power, go ahead and let the other character back into the mix.



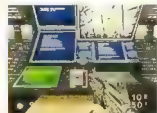
When you're fighting the Osprey, try and aim for the engines right below the rotors.



Use both characters to cover one another as you move forward.



Have one character sit in this room while the other runs for the main control booth.



You can only activate the Traffic Control System if the security switch is ON.

MAKING THE GRADE

The Osprey is the big deciding factor is whether or not you do well on this stage. Just remember to aim at the engines and you'll do fine.

Accuracy

Luckily, the designers knew you'd be wasting a lot of bullets fighting the Osprey. As long as you keep your score reasonable (above 50%) you should be fine.

Kills

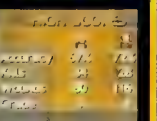
Again, depending on how quickly you take down the Osprey. If you give it time to spawn more troops, you'll get more kills.

Wounds

Anything under 250 is good, and under 100 is almost perfect.



Don't be afraid to waste a few bullets if you know you'll save some Wounds because of it.



Keep the Wounds under 150, and Kills over 25. Taking out the Osprey helps immensely.

CROSSFIRE



Goal: Get to the displacement beacon, and manually raise it into place.

Difficulty: Moderate

Time To Complete: 20 minutes



Mission Walkthrough

- [illegible]

the first 1000 employees.

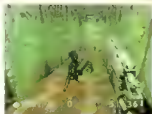
- **Chlorophyll** is the green pigment that converts light energy into chemical energy. All green plants have chlorophyll. It is located in the chloroplasts, which are found in the leaves and stems of green plants.

Note

- $\Delta H_{\text{f}}^{\circ}(\text{H}_2\text{O}) = -285.8 \text{ kJ mol}^{-1}$ (at 25°C, 1 bar)

The first step in the derivation of the above results is the construction of the \mathcal{H}_∞ norm of the system. The \mathcal{H}_∞ norm of the system is defined as the maximum value of the \mathcal{H}_2 norm of the system over all frequencies ω . The \mathcal{H}_2 norm of the system is defined as the square root of the trace of the product of the system matrix and its transpose. The \mathcal{H}_∞ norm of the system is then defined as the maximum value of the \mathcal{H}_2 norm of the system over all frequencies ω .

- [illegible]



Keep something powerful like the .357 Magnum equipped as you pass through the sewer.



Make sure to take out even the sniper Grunts as you move through the hallways.



Have one character release this valve while the other sneaks past the steam leak.



Place one character on top of the platform while the other one operates the lift controls.



After following the pipes all the way up you'll find this valve which causes the cave-in.



Since the power is gone, you'll need to raise the platform manually with this switch.

MAKING THE GRADE

The hardest part about this level is dealing with the sheer number of Grunts. You figure even if one out of five gets in some damage, it still adds up toward the end.

Accutane

Shouldn't be a problem keeping it up in the 85-90% range. Use the .357 Magnum for Vortsaunts.

KILLS

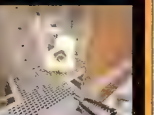
If you have one character sweep through the entire mission, Kills will not be a problem.

Wounds

Keeping the Wounds under 100 is tricky, but if you use our solution to the Steam puzzle above, you should be fine.



As you can see, KILLS really made the difference in going from a B to an A grade here.



Combat Rifle Grenades work extremely well in reducing the amount of damage you'll take.

INTENSITY



Goal: Activate the beam matrix to power the displacement beacon.
Difficulty: Moderate
Time To Complete: 15 minutes



Mission Walkthrough

• Before you begin, make sure you have the Combat Rifle equipped. Have your primary character be the one who's making the final laser beam adjustment. While the Secondary character can help fight the enemies, it's

very important ability to chop down Marines and Veterans. It takes time to adjust the deflector shields.

• When you get to the last deflector shield, you'll have what you need to activate the final beam. Don't forget the deflector shields.

ACTIVATING THE CRYSTALS

• You'll need one character in the control room, and the other one down below near the crystals. Have your first character shut all the lasers off, and then walk your second character down into the crystal area and lower all three deflectors. With all the deflectors down and all the lasers off, follow these three steps to complete the puzzle.

1. Activate the **Red** and **Blue** lasers to make: **PURPLE**.
2. Raise up the first deflector shield (closest to the laser generator) and activate the **Yellow** and **Red** lasers to make: **ORANGE**.
3. Raise up the second deflector shield and activate the **Blue** and **Yellow** lasers to make: **GREEN**.

• With all three crystals activated, raise up the final deflector shield and light up all three lasers to make the final activation beam. You'll know you've set it off when you hear the sharp crunch and the aliens start warping in.

• After activating the laser, set both characters back to the elevator, where you started. You'll have to fight off the enemy's two Alien Grunts in the final hallway.

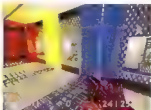
most of the time, so it's best to use your primary character to take care of the enemies. This way, you'll avoid the risk of ruining an otherwise perfect run.



Don't be afraid to go point blank with the Combat Rifle; it cuts down enemies quickly.



When you're in the lab area, avoid the toxic waste by using the nearby tables.



Use our chart to the left to figure out what sequence you'll need to hit these switches.



Each mirror panel has its own control panel. Switch characters when activating them.



Activate all three colors, then switch on the main laser and activate the white beam.



After activating the laser, you'll need to run one character back to activate this security door.

MAKING THE GRADE

After activating the laser, it's best to have your secondary character catch up to the first and take the brunt of the damage on the way back.

Accuracy

If you keep your combat lined to mostly close range skirmishes, you shouldn't have a problem keeping it over 80%.

Kills

There's about 60 enemies in this stage, so if you can kill 30+ with one character, you're set.

Wounds

Again, keep your main character (the one with all the Kills) out of as many Alien Grunt battles as possible. Have your secondary character fight them as much as possible.



Although we had no Wounds in our best run, as long as you keep them under 50 you're fine.



These two Alien Grunts in the final hallway can ruin an otherwise perfect run.

XEN ATTACKS



Goal: Earthlings have stolen valuable materials for their research. Reclaim the stolen crystals.
Difficulty: Very Hard
Time To Complete: 15 minutes



Mission Walkthrough

• This is a long mission, but it's quite a bit more fun than the rest of the game. You'll have to fight in many ways, but here are the main ones:

- 1 You cannot pick up ANY items.
- 2 You have no weapons other than your beam. This is a good thing. You'll have to use the beam to pick up the power-ups and the crystals. The crew will take care of the other things.
- 3 You can't destroy the Xen power-ups, so you'll have to use the beam to pick them up. With a little bit of luck, you'll find a power-up that will let you use the beam to pick up the power-ups.
- 4 Start off by using the beam to pick up the power-ups.

Here's a brief overview of the mission. You'll start with a beam, and you'll have to use it to pick up the power-ups and the crystals. The crew will take care of the other things. You'll have to use the beam to pick up the power-ups and the crystals. The crew will take care of the other things.

• After you've picked up the power-ups, you'll have to use the beam to pick up the crystals. The crew will take care of the other things. You'll have to use the beam to pick up the power-ups and the crystals. The crew will take care of the other things.



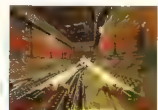
Don't take the time to charge your beam if there are Grunts up in your face.



From long range, use the beam to blast the blue explosive canisters.



The best method to avoid this rail car full of explosives is to go through the shortcut.



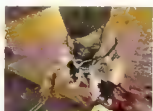
When fighting Gun Turrets, try and keep your crosshair aligned as you strafe into aim.



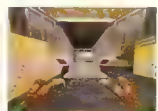
Although you need to pass by the Assassins, we highly recommend you avoid them.



Give one charge-up blast to these explosive canisters and you'll have access to the gate.



But before you reach the truck, two more Grunts will rappel from the ceiling tiles.



When you reach the crystals in the back of the truck the mission is complete.

MAKING THE GRADE

See our tip in the Wounds section on how to really dominate this level.

Accuracy

Accuracy shouldn't be a problem as long as you don't waste swings trying to open up boxes. You can't use anything inside them anyhow, so don't waste your effort.

Kills

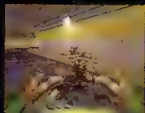
Anything above 25 is golden.

Wounds

The trick to not taking damage in this mission is to slip the fight with the Assassins altogether. Just run full speed along the left side of their room and you'll take one hit, maybe two max. Trying to fight them is just too difficult with no explosive weapons.

| | Accuracy | Kills | Wounds |
|----------|----------|-------|--------|
| Accuracy | 74 | 74 | 74 |
| Kills | 74 | 74 | 74 |
| Wounds | 15 | 15 | 15 |

As you can see, a minimum of 25 kills is needed for the A grade.



Your regular claw attack is devastating, although they do still count toward Accuracy.



HALF-LIFE

CHEATS AND SECRETS



HALF-LIFE

BONUS DATA APPENDICES

WEAPON & ITEM DATA

The weapons are shown in the order they appear in the game. Look on the top left of each box to find the weapon you're looking at, as well as its first location. Once in the game, use the **Note for all data graphs** on the right of all data graphs.

Statistics:

First Location:
Unlabeled
Consequences

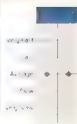
Damage
(Primary)
40 per swing

Damage
(Secondary)
N/A

Armor/Max
N/A

Usage Tips:

- Always use the Crowbar in the early stages of the game. This can be used to break down doors and walls, and to break through the enemy's defenses.
- When using the Crowbar, always aim for the enemy's head. This will cause the most damage.
- When using the Crowbar, always aim for the enemy's head. This will cause the most damage.
- When using the Crowbar, always aim for the enemy's head. This will cause the most damage.
- Physically, the Crowbar is a very strong weapon, and it can be used to break through the enemy's defenses.



Crowbar



Primary: Swing

Secondary: N/A

Statistics:

First Location:
Unlabeled
Consequences

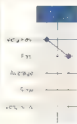
Damage
(Primary)
10 per shot

Damage
(Secondary)
8 per shot

Armor/Max
17/150

Usage Tips:

- The 9mm Pistol is a very accurate weapon, and it can be used to break through the enemy's defenses.
- When using the 9mm Pistol, always aim for the enemy's head. This will cause the most damage.
- When using the 9mm Pistol, always aim for the enemy's head. This will cause the most damage.
- When using the 9mm Pistol, always aim for the enemy's head. This will cause the most damage.
- Physically, the 9mm Pistol is a very accurate weapon, and it can be used to break through the enemy's defenses.



9mm Pistol



Primary: Fire

Secondary: Rapid Fire

Statistics:

First Location:
Office Complex

Damage
(Primary)
30 max
(5 per pellet)

Damage
(Secondary)
60 max
(5 per pellet)

Armor/Max
8/125

Usage Tips:

- When using the Shotgun, always aim for the enemy's head. This will cause the most damage.
- When using the Shotgun, always aim for the enemy's head. This will cause the most damage.
- When using the Shotgun, always aim for the enemy's head. This will cause the most damage.
- Physically, the Shotgun is a very accurate weapon, and it can be used to break through the enemy's defenses.



Shotgun



Primary: Fire

Secondary: Double Shot

Statistics:

First Location:
Office Complex

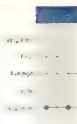
Damage
(Primary)
1-99 (splash)
100 (direct)

Damage
(Secondary)
N/A

Armor/Max
10

Usage Tips:

- When using the Grenade, always aim for the enemy's head. This will cause the most damage.
- When using the Grenade, always aim for the enemy's head. This will cause the most damage.
- When using the Grenade, always aim for the enemy's head. This will cause the most damage.
- Physically, the Grenade is a very accurate weapon, and it can be used to break through the enemy's defenses.



Grenades



Primary: Throw

Secondary: N/A

Statistics:

First Location
Apprehension

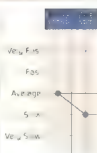
**Damage
(Primary)**
50 per bolt

**Damage
(Secondary)**
N/A

Aggro/Block
3/50

Usage Tips:

- This is a long-range weapon that the player will not be able to use until they are within 100 feet of the enemy. When you are within this range, you will find that the weapon is very accurate and can be used to great effect in a variety of situations.
- It is also important to note that the weapon is very accurate and can be used to great effect in a variety of situations. When you are within this range, you will find that the weapon is very accurate and can be used to great effect in a variety of situations.
- The weapon is also very accurate and can be used to great effect in a variety of situations. When you are within this range, you will find that the weapon is very accurate and can be used to great effect in a variety of situations.



Crossbow



Primary: Fire

Secondary: Sniper Mode

Statistics:

First Location
Questionable
Ethics

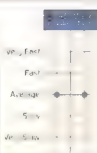
**Damage
(Primary)**
20 per bite

**Damage
(Secondary)**
N/A

Aggro/Block
13

Usage Tips:

- As a weapon, the Snark is a very accurate and can be used to great effect in a variety of situations. When you are within this range, you will find that the weapon is very accurate and can be used to great effect in a variety of situations.
- It is also important to note that the weapon is very accurate and can be used to great effect in a variety of situations. When you are within this range, you will find that the weapon is very accurate and can be used to great effect in a variety of situations.
- The weapon is also very accurate and can be used to great effect in a variety of situations. When you are within this range, you will find that the weapon is very accurate and can be used to great effect in a variety of situations.



Snark



Primary: Throw

Secondary: N/A

Statistics:

First Location
Questionable
Ethics

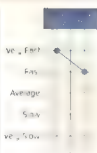
**Damage
(Primary)**
20 per shot (2 cells)

**Damage
(Secondary)**
Varies (2-12 cells)

Aggro/Block
100

Usage Tips:

- The Tau Cannon is a very accurate and can be used to great effect in a variety of situations. When you are within this range, you will find that the weapon is very accurate and can be used to great effect in a variety of situations.
- It is also important to note that the weapon is very accurate and can be used to great effect in a variety of situations. When you are within this range, you will find that the weapon is very accurate and can be used to great effect in a variety of situations.
- The weapon is also very accurate and can be used to great effect in a variety of situations. When you are within this range, you will find that the weapon is very accurate and can be used to great effect in a variety of situations.



Tau Cannon



Primary: Fire

Secondary: Charge Shot

Statistics:

First Location
Surface Tension

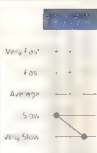
**Damage
(Primary)**
199 (splash)
100 (direct)

**Damage
(Secondary)**
N/A

Aggro/Block
5

Usage Tips:

- The RPG Launcher is a very accurate and can be used to great effect in a variety of situations. When you are within this range, you will find that the weapon is very accurate and can be used to great effect in a variety of situations.
- It is also important to note that the weapon is very accurate and can be used to great effect in a variety of situations. When you are within this range, you will find that the weapon is very accurate and can be used to great effect in a variety of situations.
- The weapon is also very accurate and can be used to great effect in a variety of situations. When you are within this range, you will find that the weapon is very accurate and can be used to great effect in a variety of situations.



RPG Launcher



Primary: Fire Rocket

Secondary: Laser Guided

| Statistics: | Usage Tips: | | Hivehand |
|---|--|--|---|
| First Location Surface Tension Damage (Primary) 8 per shot Damage (Secondary) 8 per shot Ammo/Max Infinite | <ul style="list-style-type: none"> • The Hivehand is a powerful weapon that can be used in a variety of ways. It is a close-range weapon that can be used to kill enemies in a single shot. It is also a powerful tool for breaking through barriers and walls. • The Hivehand is a powerful weapon that can be used in a variety of ways. It is a close-range weapon that can be used to kill enemies in a single shot. It is also a powerful tool for breaking through barriers and walls. • The Hivehand is a powerful weapon that can be used in a variety of ways. It is a close-range weapon that can be used to kill enemies in a single shot. It is also a powerful tool for breaking through barriers and walls. | | |
| | | | Primary: Fire Homing Secondary: Rapid Fire |

| Statistics: | Usage Tips: | | Gluon Gun |
|--|---|--|---|
| First Location Lambda Core Damage (Primary) 33 per coil Damage (Secondary) N/A Ammo/Max 100 | <ul style="list-style-type: none"> • The Gluon Gun is a powerful weapon that can be used in a variety of ways. It is a close-range weapon that can be used to kill enemies in a single shot. It is also a powerful tool for breaking through barriers and walls. • The Gluon Gun is a powerful weapon that can be used in a variety of ways. It is a close-range weapon that can be used to kill enemies in a single shot. It is also a powerful tool for breaking through barriers and walls. • The Gluon Gun is a powerful weapon that can be used in a variety of ways. It is a close-range weapon that can be used to kill enemies in a single shot. It is also a powerful tool for breaking through barriers and walls. | | |
| | | | Primary: Fire Secondary: N/A |

For more information on the items in this section, visit the [Items](#) page on the [Official Halo Wiki](#).

| HEV Suit | Battery Pack | Health Pack | Long Jump Mod. | HEV Station | Health Station |
|--|--|---|--|---|--|
|  |  |  |  |  |  |
| Function | Function | Function | Function | Function | Function |
| Provides protection and mobility. | Provides energy for the HEV suit. | Provides health and armor. | Increases jump height. | Provides energy for the HEV suit. | Provides health and armor. |
| Comments | Comments | Comments | Comments | Comments | Comments |
| The HEV Suit is a powerful weapon that can be used in a variety of ways. It is a close-range weapon that can be used to kill enemies in a single shot. It is also a powerful tool for breaking through barriers and walls. | The Battery Pack is a powerful weapon that can be used in a variety of ways. It is a close-range weapon that can be used to kill enemies in a single shot. It is also a powerful tool for breaking through barriers and walls. | The Health Pack is a powerful weapon that can be used in a variety of ways. It is a close-range weapon that can be used to kill enemies in a single shot. It is also a powerful tool for breaking through barriers and walls. | The Long Jump Mod. is a powerful weapon that can be used in a variety of ways. It is a close-range weapon that can be used to kill enemies in a single shot. It is also a powerful tool for breaking through barriers and walls. | The HEV Station is a powerful weapon that can be used in a variety of ways. It is a close-range weapon that can be used to kill enemies in a single shot. It is also a powerful tool for breaking through barriers and walls. | The Health Station is a powerful weapon that can be used in a variety of ways. It is a close-range weapon that can be used to kill enemies in a single shot. It is also a powerful tool for breaking through barriers and walls. |

ENEMY DATA

These charts are pretty easy to use if you remember these two facts:

Wavelength (nm) 400 450 500 550 600 650 700 750 800 850 900

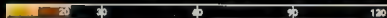
1

45

1/5

We can also see that the H^+ concentration is 10^{-11} moles per liter.

Enemy Health

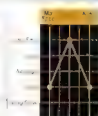


Comments:

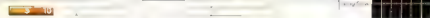
[illegible]

Tips Against Headcrabs

- $\forall x \in \mathbb{R} \exists y \in \mathbb{R} : x + y = 0$ (true)
- $\exists x \in \mathbb{R} \forall y \in \mathbb{R} : x + y = 0$ (false)



Attack 1



Headcrab



First Location:
 first location to be reached

Rarity: very common

Enemy Health

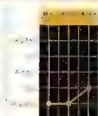


Comments:

The first part of the paper is devoted to the study of the
 asymptotic behavior of the solution of the problem
 (1.1)–(1.3) as $\epsilon \rightarrow 0$. In the second part, the
 asymptotic expansion of the solution is constructed.
 In the third part, the asymptotic expansion of the
 solution is used to obtain the asymptotic expansion of
 the integral of the solution over the domain.

Tips Against Mawmen

- Theorem 1 (Riemann-Lebesgue)**
- If f is a function on $[a, b]$ that is continuous on $[a, b]$ and has a bounded variation, then
- $$\lim_{\lambda \rightarrow \infty} \int_a^b f(x) \cos(\lambda x) dx = 0$$
- and
- $$\lim_{\lambda \rightarrow \infty} \int_a^b f(x) \sin(\lambda x) dx = 0$$



Attack 1



Mawman



First Location:
Jalisco, Mexico, 1900s

Enemy Health

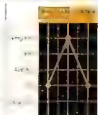


Comments:

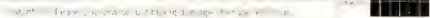
The game is a 3D action-adventure. You play as a character who is a member of a secret organization. The game is set in a world where you can explore and discover new things. The game is a 3D action-adventure. You play as a character who is a member of a secret organization. The game is set in a world where you can explore and discover new things.

Tips Against Barnacles

- The *1990s* saw a *renaissance* in the use of *computer graphics* in the *design* of *interior spaces*.
- A *new* *generation* of *designers* emerged, *combining* *traditional* *craftsmanship* with *modern* *technology*.



Attack 1



Barnacle



First Location:
 on forefeet & hindfeet

Rarity: Common

Enemy Health 0 40 80 120

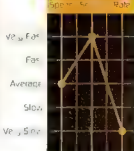
Comments:

These creatures are very fast and can move quickly. They are also very aggressive and will attack you on sight. They are also very resilient and can take a lot of damage before dying.

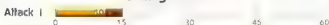
Tips Against Houndeyes

- They are very fast and can move quickly.
- They are also very aggressive and will attack you on sight.
- They are also very resilient and can take a lot of damage before dying.

Move Attack Attack



Damage Dealt



| | | | | | | | | | | | | | |
|--|-----|--|-----|--|-----|--|---|--|---|--|---|--|---|
| | 2 | | 1 | | 1/1 | | 1 | | 2 | | 1 | | 1 |
| | 3-4 | | 4/1 | | 1 | | 1 | | 3 | | 1 | | 2 |

Houndeye



First Location:

Unlabeled Cores

Rarity: Common

Enemy Health 0 40 80 120

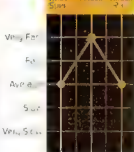
Comments:

These creatures are very fast and can move quickly. They are also very aggressive and will attack you on sight. They are also very resilient and can take a lot of damage before dying.

Tips Against Vortigaunts

- They are very fast and can move quickly.
- They are also very aggressive and will attack you on sight.
- They are also very resilient and can take a lot of damage before dying.

Move Attack Attack



Damage Dealt



| | | | | | | | | | | | | | |
|--|-----|--|-----|--|-----|--|---|--|---|--|---|--|---|
| | 3-4 | | 1 | | 1/1 | | 1 | | 3 | | 1 | | 1 |
| | 3-4 | | 6/1 | | 1 | | 2 | | 4 | | 1 | | 3 |

Vortigaunt



First Location:

Unlabeled Cores

Rarity: Very Common

Enemy Health 0 40 80 120

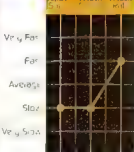
Comments:

These creatures are very fast and can move quickly. They are also very aggressive and will attack you on sight. They are also very resilient and can take a lot of damage before dying.

Tips Against Bullsquids

- They are very fast and can move quickly.
- They are also very aggressive and will attack you on sight.
- They are also very resilient and can take a lot of damage before dying.

Move Attack Attack



Damage Dealt



| | | | | | | | | | | | | | |
|--|-----|--|-----|--|-----|--|---|--|---|--|---|--|---|
| | 4-5 | | 1 | | 2/1 | | 1 | | 3 | | 1 | | 1 |
| | 5-7 | | 8/1 | | 1 | | 2 | | 5 | | 1 | | 4 |

Bullsquid



First Location:

Office Complex

Rarity: Average

| | |
|--------------|-----|
| Enemy Health | N/A |
|--------------|-----|

Comments:

1. The first step is to identify the problem.
 2. The second step is to define the problem.
 3. The third step is to analyze the problem.
 4. The fourth step is to develop a solution.
 5. The fifth step is to implement the solution.
 6. The sixth step is to evaluate the solution.
 7. The seventh step is to monitor the solution.
 8. The eighth step is to maintain the solution.
 9. The ninth step is to improve the solution.
 10. The tenth step is to document the solution.

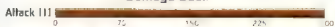
Tips Against Tentacles

- [illegible]

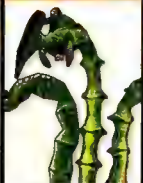
Very Fast
Fast
Average
Slow
Very Slow



Damage Dealt



Tentacle



First Location:

Rarity: Very Rare

Enemy Health

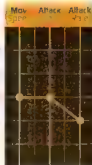
Comments

1. $\frac{d}{dt} \left(\frac{1}{2} m \dot{x}^2 \right) = m \dot{x} \ddot{x}$
 2. $\frac{d}{dt} \left(\frac{1}{2} m \dot{y}^2 \right) = m \dot{y} \ddot{y}$
 3. $\frac{d}{dt} \left(\frac{1}{2} m \dot{z}^2 \right) = m \dot{z} \ddot{z}$
 4. $\frac{d}{dt} \left(\frac{1}{2} m \dot{\theta}^2 \right) = m \dot{\theta} \ddot{\theta}$
 5. $\frac{d}{dt} \left(\frac{1}{2} m \dot{\phi}^2 \right) = m \dot{\phi} \ddot{\phi}$
 6. $\frac{d}{dt} \left(\frac{1}{2} m \dot{\psi}^2 \right) = m \dot{\psi} \ddot{\psi}$
 7. $\frac{d}{dt} \left(\frac{1}{2} m \dot{\chi}^2 \right) = m \dot{\chi} \ddot{\chi}$
 8. $\frac{d}{dt} \left(\frac{1}{2} m \dot{\eta}^2 \right) = m \dot{\eta} \ddot{\eta}$
 9. $\frac{d}{dt} \left(\frac{1}{2} m \dot{\xi}^2 \right) = m \dot{\xi} \ddot{\xi}$
 10. $\frac{d}{dt} \left(\frac{1}{2} m \dot{\zeta}^2 \right) = m \dot{\zeta} \ddot{\zeta}$

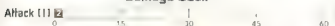
Tips Against Hagworms

- $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (the probability of getting heads on both coins is $\frac{1}{4}$)
- $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (the probability of getting tails on both coins is $\frac{1}{4}$)
- $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (the probability of getting heads on the first coin and tails on the second coin is $\frac{1}{4}$)
- $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (the probability of getting tails on the first coin and heads on the second coin is $\frac{1}{4}$)

Very Fast
Fast
Average
Slow
Very Slow



Damage Dealt



Hagworm



First Location.

Rarity: R, re

Enemy Health

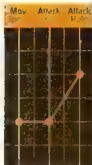
Comments:

the only enemy that can be
they're moving, there's nothing you
do to pick them up and use

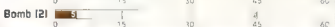
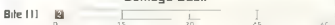
Tips Against Snarks

- search for high ground. After 35 seconds, if you're forced to fight them, the Shotgun works well with its great burst.

Very Fast
Fast
Average
Slow
Very Slow



Damage Dealt



Snark



First Location:

Rating: ☐ Poor ☐ Fair

Energy Health

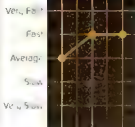
Comments:

See the 100% Energy Health bar at the top of the page. The 100% Energy Health bar is located at the top of the page. The 100% Energy Health bar is located at the top of the page.

Tips Against Soldiers

- The 100% Energy Health bar is located at the top of the page.
- The 100% Energy Health bar is located at the top of the page.
- The 100% Energy Health bar is located at the top of the page.

Min. Attack Max. Attack



Damage Dealt



| | | | | | | | | | | | |
|--|-----|--|------|--|-----|--|---|--|-----|--|---|
| | 5-7 | | 1-2 | | 2/1 | | 1 | | 4-5 | | 1 |
| | 5-8 | | 10/1 | | 1 | | 3 | | 7 | | 3 |

Grunts



First Location:
Asteroid Base
Rarity: Common

Energy Health

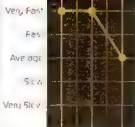
Comments:

See the 100% Energy Health bar at the top of the page. The 100% Energy Health bar is located at the top of the page. The 100% Energy Health bar is located at the top of the page.

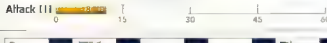
Tips Against Assassins

- The 100% Energy Health bar is located at the top of the page.
- The 100% Energy Health bar is located at the top of the page.
- The 100% Energy Health bar is located at the top of the page.

Min. Attack Max. Attack



Damage Dealt



| | | | | | | | | | | | |
|--|-----|--|------|--|-----|--|---|--|-----|--|---|
| | 4-5 | | 2 | | 2/1 | | 1 | | 4-5 | | 1 |
| | 7-9 | | 10/1 | | 1 | | 3 | | 7 | | 5 |

Assassin



First Location:
Asteroid Base
Rarity: Very Rare

Comments

We've given you the best method to destroy each one:

Machinery

Apache Helicopter



The Apache Helicopter is a common enemy. It is a helicopter that can fly and shoot. It is a common enemy. It is a helicopter that can fly and shoot. It is a common enemy. It is a helicopter that can fly and shoot.

Osprey Helicopter



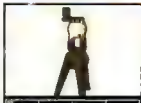
The Osprey Helicopter is a common enemy. It is a helicopter that can fly and shoot. It is a common enemy. It is a helicopter that can fly and shoot. It is a common enemy. It is a helicopter that can fly and shoot.

Tank



The Tank is a common enemy. It is a vehicle that can move and shoot. It is a common enemy. It is a vehicle that can move and shoot. It is a common enemy. It is a vehicle that can move and shoot.

Gun Turret



The Gun Turret is a common enemy. It is a machine that can shoot. It is a common enemy. It is a machine that can shoot. It is a common enemy. It is a machine that can shoot.

Enemy Health 0 100 200 300 400

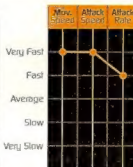
Comments:

These incredibly fast and powerful underwater fish monsters are not very much fun to fight. They are one of the few enemies that are clearly faster than you on their own turf, so outswimming them is never an option.

Tips Against Ichthyosaurs

- Since only limited weaponry works underwater (as you can see on the chart), the best bet is to use the Crossbow. Shoot it in the face, then quickly get out of the water and let it swim away. Step and repeat.
- If you're in an enclosed area, use a Satchel Charge. Be timely with your detonation, of course.

Damage Dealt



Ichthyosaur



First Location:

Apprehension

Rarity: Rare

Enemy Health 0 30 60 90 120

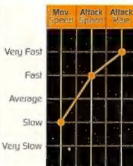
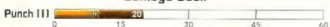
Comments:

The Alien Grunt uses the Hivehand with its super cheap homing shots. Along with Vortigaunts, these guys are among the most frustrating in the game.

Tips Against Alien Grunts

- Always aim for exposed areas that aren't armored. The head is the best.
- You're going to take damage when you fight them in groups, there's just no way around it. The best method of attack is either Grenades, secondary Shotgun or .357 Magnum.

Damage Dealt



Alien Grunt



First Location:

Questionable Ethics

Rarity: Common

Enemy Health 0 30 60 90 100 120

Comments:

Xen Masters are dangerous flying creatures that shoot fireballs, and they give you little or no warning to their presence. Luckily, they are very rare and only appear at the end of the game when you have a decent array of weaponry to deal with them.

Tips Against Ichthyosaurs

- The best weapons to use are either the Combat Rifle or the .357 Magnum. As a side note, never use the Crossbow or Shotgun against them.
- As an alternative to wasting precious ammo, the Hivehand does work on Xen Masters. Just be ready to dodge a lot of fireballs.

Damage Dealt



Xen Master



First Location:

Lambda Core

Rarity: Average

Enemy Health



Comments:

Massive, massive beasts that do an absolutely insane amount of damage. Since they have so much health and appear so infrequently, you're best bet is to simply avoid them.

Tips Against Gargantuas

• The trick in dealing with Gargantuas is to simply avoid them. If you don't avoid them, try and use special features of the level itself to help take them out. (See walkthrough.)

Damage Dealt



| | | | | | | | | | | | | | |
|--|---------|--|--------|--|-------|--|----|--|-----|--|------|--|-----|
| | N/A | | 20 | | 28/14 | | 8 | | 58 | | 8-10 | | 6-7 |
| | 100/105 | | 160/78 | | 16 | | 40 | | 100 | | 6-7 | | N/A |

Gargantua



First Location:
Power Up

Rarity: Very Rare

Enemy Health



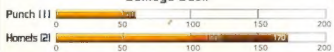
Comments:

The Gonarch is a one of a kind spider-like monster that you'll face in Gonarch's Lair.

Tips Against The Gonarch

• Attack the eggsac, using a variety of weapons so as not to waste any one weapon in particular. The key to winning this battle is ammo conservation and smart strafing.
• To kill the mini-Headcrabs, try crouching with your Crowbar.

Damage Dealt



| | | | | | | | | | | | | | |
|--|---------|--|--------|--|--------|--|-----|--|-----|--|-------|--|-----|
| | N/A | | 79/80 | | 105/53 | | 32 | | 225 | | 32/35 | | N/A |
| | 395/400 | | 630/32 | | 63 | | 158 | | 395 | | 20/22 | | N/A |

The Gonarch



Location:
Gonarch's Lair

Rarity: N/A

Enemy Health



Comments:

What is it? Who knows. One thing's for sure though, we don't like it and we enjoy seeing its giant baby-like head peel open like a banana.

Tips Against The Nihilanth

The strategy for fighting Nihilanth is in our walkthrough, but here's a few useful tips to get you started:

• Use the pillars as shelter from the teleportation attacks. You can also shoot the green ball to destroy it.
• The three golden energy crystals need to be destroyed first, before doing anything else.

Damage Dealt



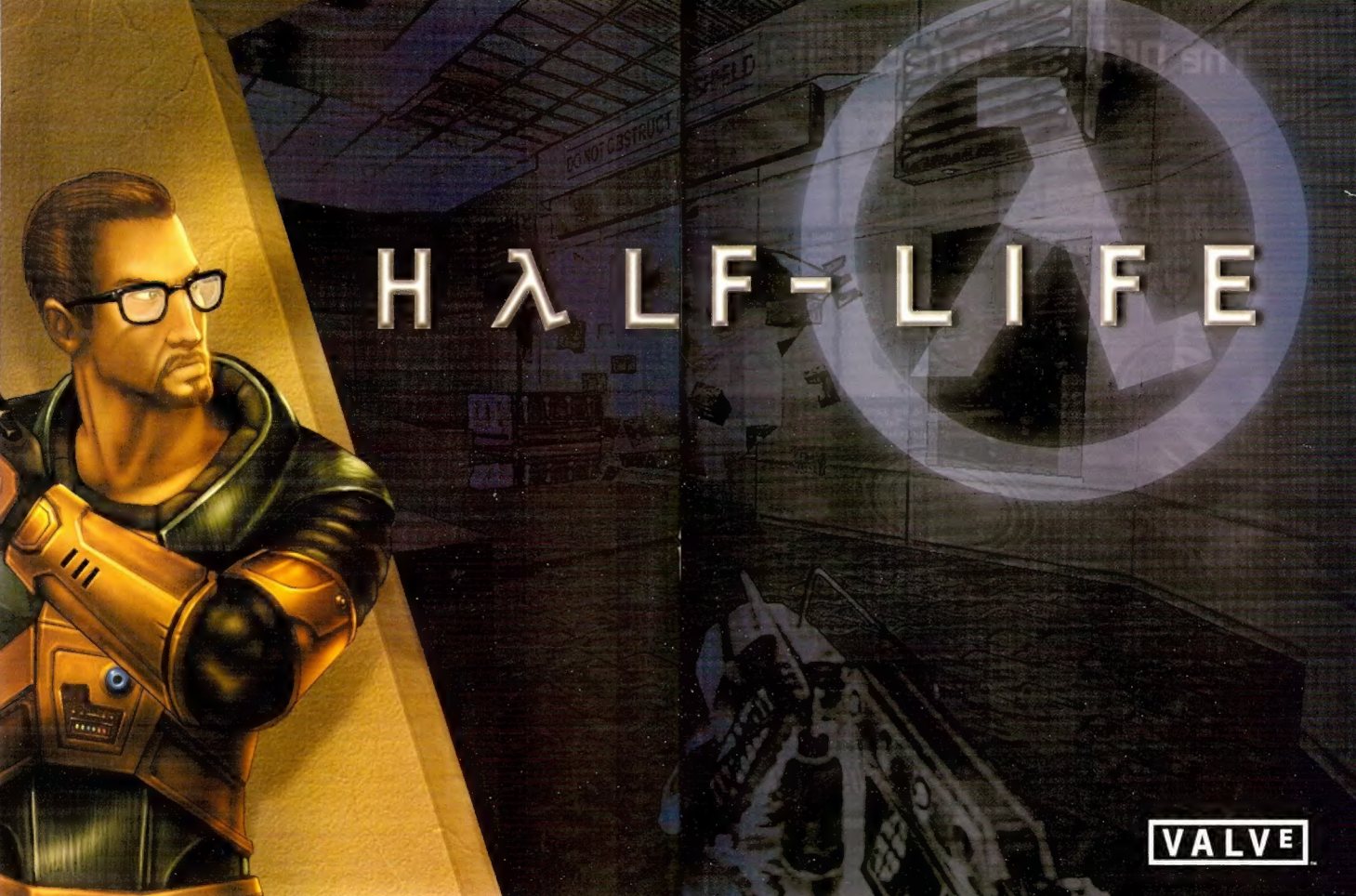
| | | | | | | | | | | | | | |
|--|---------|--|-------|--|-------|--|----|--|-----|--|-----|--|-----|
| | N/A | | 20 | | 27/14 | | 8 | | 58 | | N/A | | N/A |
| | 100/105 | | 160/8 | | 16 | | 40 | | 100 | | N/A | | N/A |

The Nihilanth



First Location:
Nihilanth

Rarity: N/A



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